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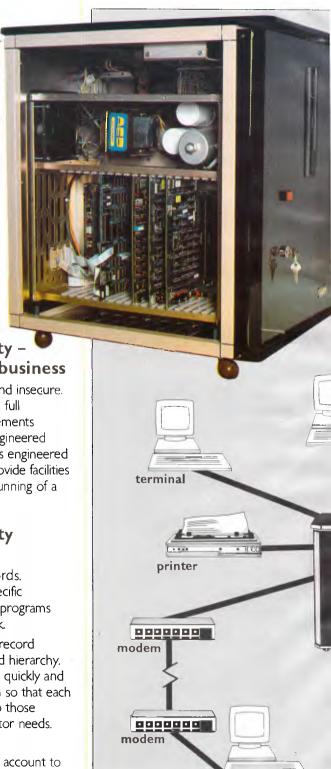
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All good things . . .

Well over two years ago we increased APC's price from \$2.50 to \$2.95. Since that issue back in 1983, we've managed to maintain the single issue cost at that figure. But on top of inflation over the last two and a half years, the fall in the value of the Australian dollar has caused a massive increase in the price of gloss paper on which APC is printed. And so it is with regret that we announce the third cover price increase in the six year life of the magazine to \$3.50, effective from the next issue.

All is not gloom though: a number of changes and enhancements are planned from the March issue to make APC an even more exciting package and to maintain APC as by far Australia's top-selling computer magazine.

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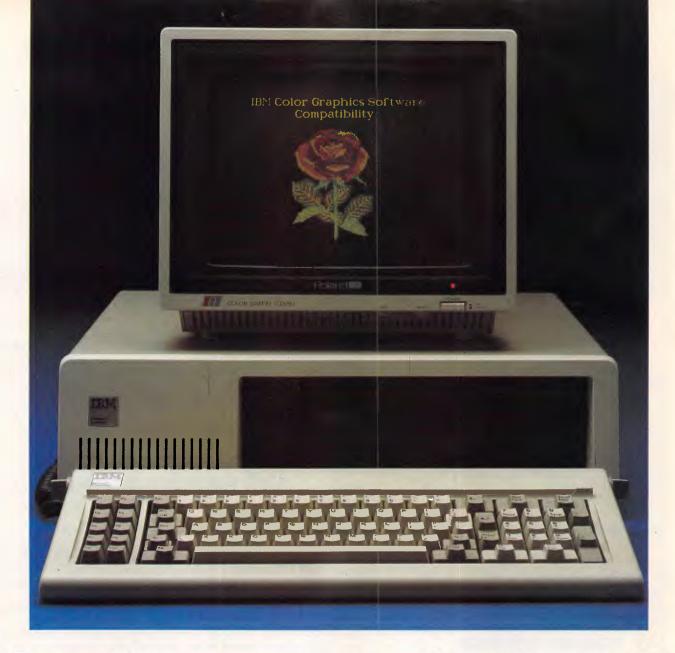
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The infamous mouse teams up with the Commodore 64 — Andrew Farrell assesses the combination.









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NEWSPRINT

Reality is the cause of shattered dreams, in the case of the Commodore Amiga, and the truth about Comdex 1985 is revealed. Guy Kewney brings you the news that counts.

The dream to suit the reality

After the launch of the Commodore Amiga, a great change came over the world. Apparently, regular readers of this column have lost all faith in the objectivity of its author. The reason, I gather, is simple: the expressions of enthusiasm printed in APC under my name made it sound as if I'd sold out.

These people will be relieved to hear that the honeymoon is over.

No, I still love the Amiga, and still believe it is a big step in the right direction. But no longer is it the love of my dreams — I've attended a big convention of software developers, and learned too much about the machine's flaws.

Well, of course it has flaws! What on earth (you might reasonably ask) did I expect?

Share my disillusion to the full, before we try and retrieve some of our dreams.

Firstly, the multi-tasking operating system, Amiga-Dos, is not the real thing.

Next, the amazing piece of data-moving hardware, the 'blitter', which moves and transforms strings of bits, isn't available to serious computer programs after all. It's restricted to display tricks.

Thirdly, the inspiring specifications of the Tecmar add-on disk and memory, pre-announced by Commodore (in good faith, I believe) turn out to have been fairy stories.

Fourth, the plans for the future look to be creeping out too slowly: hard disks, memory expansion, improvements, are all going to be

too little, and not soon enough.

And fifth, and most bitter to swallow: Commodore, the huge company whose 'resources' were constantly quoted as being the reason Amiga would succeed where Atari would fail, whose marketing expertise would triumph; this giant megacorporation, this commercial deity, has feet of.clay. Commodore is in a state of serious financial embarrassment.

Let's start with the harsh financial position.

On the days which followed Comdex last November, I travelled, as widely as the APC budget allowed, around the West Coast of the US hunting Amiga software.

What I found was not only software, but fear. Not only among the observers and rivals of Commodore, but in its own corridors, there is genuine fear that the company is in trouble financially — and not just a little trouble, but the kind of trouble that might lead it to offer Amiga for sale.

'Don't tell anybody I said this,' commented one very senior executive, 'but if you know anybody with a few million to spend, try to persuade them what a good investment Amiga would be.'

At the time of writing, Commodore has had to default on some bank loans and reschedule new payments. Commodore believes that it can get back into the black, and has based its repayments along those lines. Financial observers take it as read that Commodore is being overoptimistic, and that it doesn't stand a chance.

Reasons for scepticism aren't hard to find.

For a start, a lot of Commodore's hopes rest on the prospect of good sales of the 128, and the recovery of the 64 sales.

That's not necessarily ridiculous. Apparently outrageously obsolete machines can still sell well, providing the maker puts a little effort into updating them. It could be argued that the 128 is an updated version of the 64. On the other hand, it could be argued that that argument is what Douglas Adams calls a 'load of dingo's kidneys'. Without a crystal ball, who knows? but you can see why the banks are nervous.

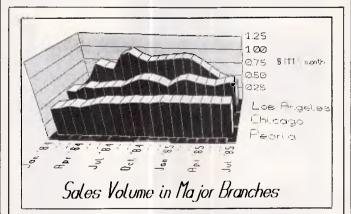
The other hope of money rolling in is, of course, the Amiga itself. To sell well, the Amiga needs two things: lots of software, and lots of Amiga computers.

Production of Amigas has been slow to get going. By the middle of December 1985, informed sources would estimate that Atari had shipped 50,000 ST models, with another 40-50,000 due by mid-January. The best bet for Amiga production by that time was just over 10,000 - around a quarter of Atari's total. Sales of that level won't save Commodore, It has to aim for five . . . probably 10 times that level.

And the unanswerable question is: when Commodore makes five times as many machines, will they

As of today, there isn't a lot of software. There is a communications program, Maxicomm, from Mike Lehman's Maxicorp. 'Nobody likes it,' he told me candidly, 'but it's the only one in town, and we'll be improving it.' Nice for Mike, but tough for the rest of us.

Commodore didn't appear at the Comdex exhibition.



Apparently, this type of text (the labels on these graphs), in 'perspective', has never been previously possible on anything short of a big mainframe.

So says The Grafix Connection, a Palisades, California company, launching 3D Graph. I have the company's word for it that this 'provides a more meaningful graphics interpretation of numerical data than any other PC software currently on the market.' It costs \$US295, and details are available in the US on (213) 459 7949.

Guy Kewney

There's dissent about whether the company planned it, or if it didn't, why it didn't. Atari made complete fools of Commodore, displaying the famous 'bouncing ball' demo on an ST and doing it rather better (visually).

But Commodore stayed away deliberately, for two excellent reasons that made Atari's coup irrelevant. Firstly, there wasn't the money spare. And secondly, just as important, it would have looked rather foolish with a machine and no software to speak of.

By the end of February, there'll be a lot of excellent software. Electronic Arts has already published Deluxe Paint, a graphics and animation program that Jay Minder, the man who designed the Amiga chips, says is 'what this machine is all about,' and says it with tears in his eyes. It's a magnificent program.

It plans to follow that up with a series of related products, culminating in **Deluxe Video Construction** Set, all of which will make it possible to design pseudo animated cartoons for the machine. No other computer will be able to match this.

Maxisoft is pushing on with its plans to get a range of spreadsheet, database, word processor, and so on, into the market by the end of February. Mike Lehman has done a deal with Electronic Arts, whereby it will distribute his software as an 'affiliated label' even though it isn't entertainment software (or anything like it).

Games on the Amiga are due from Electronic Arts and Activision, in some quantity. Initially, these will tend to be conversions of games seen on other machines (Skyfox, Financial Cookbook, One On One, basketball, and so on), but new games like Return to Atlantis, which I saw in development at Electronic Arts, look to start using Amiga's animation rather more seriously.

Others are coming along,

but you wouldn't expect a catalogue of programs comparable with established machines. And so far I still don't know of a worthwhile text editor (Textcraft is barely adequate for letter writing); nor a good database manager.

At the moment, the sheer attraction of the computer is persuading certain special people to buy it for its own sake. At some stage, these 'propeller-heads' will all have one; at that stage, there had better be enough software around to attract serious users.

Probably, at the current rate of production, that stage won't arrive for a few months. The result is that you virtually can't get an

Amiga in the States — the propeller-heads are still standing in line to buy them, and they are on allocation. But at high production rates, there may be unsold Amigas on shelves, which would frighten Commodore's financial backers enormously.

We have to decide where our heart is,' said a very senior Commodore executive, unhappy at the way things are going. 'We have to decide whether we are pushing this machine out into the marketplace, with all the resources it needs to be a success, or whether we're trying to be respectable. I think that at the moment, our bankers wouldn't dare make us bankrupt, and we should use our revenue to

do what has to be done to the machine. We should not sacrifice the machine, we should not simply concentrate on paying off debts until they feel that they can bankrupt us safely."

The biggest flaw in this multi-tasking micro is that the operating system can't be protected from other programs. Nor can programs be protected from each

other.

That's nothing new. No single-tasking micro available today has those features, either. But we expected so much from the Amiga that the sounds of illusions crashing to the ground became quite deafening, at the Eastbourne conference. 'That's bad programming!' insisted one programmer from Living Software. 'I can't seriously try to sell a machine like this to business users, agreed a writer from Pilot Software.

It sounds silly, but - why not? Stand up the user whose IBM PC doesn't regularly, and at least three times a week, suddenly decide that it doesn't have a keyboard, and you can dance on Control-Alt-Delete if you like the rattling noise, but it's going to ignore you and all your files are going to be left open, somewhere on the disk. It happens all the time, and after a while you learn to avoid the traps that commonly cause the problem.

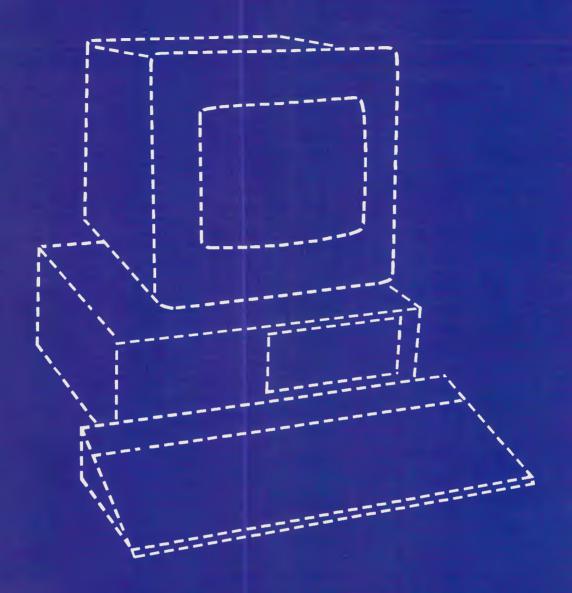
'Well, yes,' said another programmer sadly. 'Just this morning, the office called me to say that the system had seized up and we'd lost two weeks work on the accounts, back to when we backed up the hard disk.

But that type of thing is what we were all hoping Amiga's multi-tasking operating system would sort out, and we find it hard to forgive the machine of our ultimate dreams.

Silly of us: it can't be done on a Motorola 68000 chip unless you have a memory management chip built in, and an operating system



Tandy's model 3000 is said to be AT-compatible, but smaller in terms of desk space than the IBM version. Apparently this system is compatible with IBM's AT and with the Tandy 1000, which implies (to my simple mind) a degree of compatibility with either machine that falls short of total. You have to make up your mind, Tandy: which? Guy Kewney



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NEWSPRINT

which uses memory management to protect one program from another.

The Amiga, to get speed, and to cut costs, has no memory management chip.

More seriously, its other big plus turns out to be an illusion: the bit blitter is not available to business software users.

The bit blitter is an amazing bit of Jay Miner design. It takes an indefinitely long bit pattern from memory and moves it all to a new location in memory, changing it according to a few logical rules without interrupting the central processor chip, at incredible speed.

It was originally designed as a trick chip for animation, which is what it does very well — taking images and moving them around the display areas, and changing colours, and so on.

Many data processing hacks, however, started drooling over that bit of hardware, due to the things it could do to help them with file manipulation, fast special arithmetic, spreadsheet shifts, and heaven knows what else. Bob Pariseau at the Los Gatos headquarters of Amiga says that programmers are already starting to do amazing indeterminate-length arithmetic with the blitter. 'With just a little more arithmetic logic in it, it would make a great vector processor,' he has discovered.

Unfortunately, because it was designed as a graphics chip, Amiga restricted it to a 19-bit address bus, which means it can only use 512k of memory. It was also wired up in such a way that 512k can only be the video memory — you can't point the blitter to the other 8Mbytes of addressable system memory.

At the time, this seemed reasonable enough. Most people in those days thought that 16k was quite generous for display memory, and putting in half a megabyte must have seemed like

looking to the future in a grandiose style.

To give a measure of just how generous it was, you have to know a piece of history. As little as 18 months ago, Amiga was the scene of a battle between those designers who wanted to make it a 64k system, and those ambitious fools who wanted 128k. 'Let's do the 128k system,' it was eventually decided, 'then we can run Unix...'

But the 68000 is a memory-hungry chip. The 'typical' application on Amiga takes 180k. Future applications, with ambitions to really turn computing on its head, will probably run out at 512k each, with data storage for tables, pictures, animation, and so on. Try to run concurrently and you're talking about three, four or five half-megabyte systems.

The screen display area will seem far from generous when they're all trying to keep animations in 512k, and the fact that data has to be moved into the screen area before it can be displayed will drive programmers crazy. Of course,

if they have only 512k systems, there won't be a problem — except the problem of not having enough memory to do those really amazing things that the machine has made them dream of.

It's clear that what the average user, this time next year, will expect, is a 2Mbyte (minimum system) box, with a built-in 30Mbyte (minimum size) hard disk and a protected operating system.

Unless Commodore changes its plans, however, what we will actually get will fall rather short. The operating system will be upgraded, but only to assume 1 Mbyte of memory. There will be a hard disk, but the current plans aren't for a really big one. And the new blitter won't be rushed through to be ready in time.

In the interim, there is the Tecmar memory expansion and disk add-on.

To describe this as 'disappointing' is to waste a perfectly good opportunity to use the word 'disgusting'.

When I first wrote about the Amiga, Commodore told

me it would have a Tecmar add-on box, with 2Mbytes of RAM and 20Mbytes of disk, for \$2000. Subsequently, it turned out that this might only include another 512k, but would have empty sockets for the other 1.5Mbytes.

What we actually have is a 20Mbyte disk which is desperately slow (at least, the prototype I saw at the developers' conference was slow) and costs \$3500. With 1Mbyte of RAM memory, the price increases to \$4500.

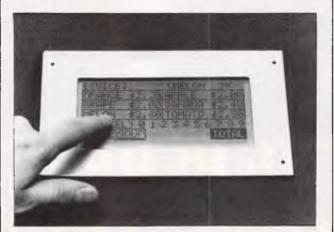
Seriously, with hard disks costing around \$200 for bulk purchases of mechanisms, and 256kbit RAM chips costing under \$2, this has to be described as a cynical price. At \$2000 for the package, the profit margin would be more than healthy, and users would have legitimate grounds for complaint that performance didn't match the price. At \$4500, what we have is monopoly abuse.

That's about as bad as I can make the news sound. On the side of optimism, however, there is quite a bit.

Best news of all is that Commodore has finally accepted the idea that 'it would be nice to sell these Amiga chips to other system builders.'

At the moment, it isn't possible to take an Intel 80286 chip (as used in the IBM AT) and plug it into a computer board with the Amiga chips on. The Amiga chips are built around the clock/timing and addressing modes of the Motorola 68000, and would get in the way of the 80286. But even that alteration to the basic silicon is being considered, and looks feasible, technically.

But it certainly looks as though computers with the Amiga standard display will be available, with a variety of operating systems, from other manufacturers at some time in the future. And if someone puts a 68020 chip with memory management



I guarantee that you will see this on portable devices soon. From Epson, invisible in this picture, is a transparent electrode overlay for LCD screens. It can tell which bit you're touching, and software can then respond.

Technically, there are two ways of spotting your finger. One is a matrix of transparent 'wires' where your finger connects row to column. The other, rather sneakier, has a resistance along one side, and measures the voltage.

Guy Kewney

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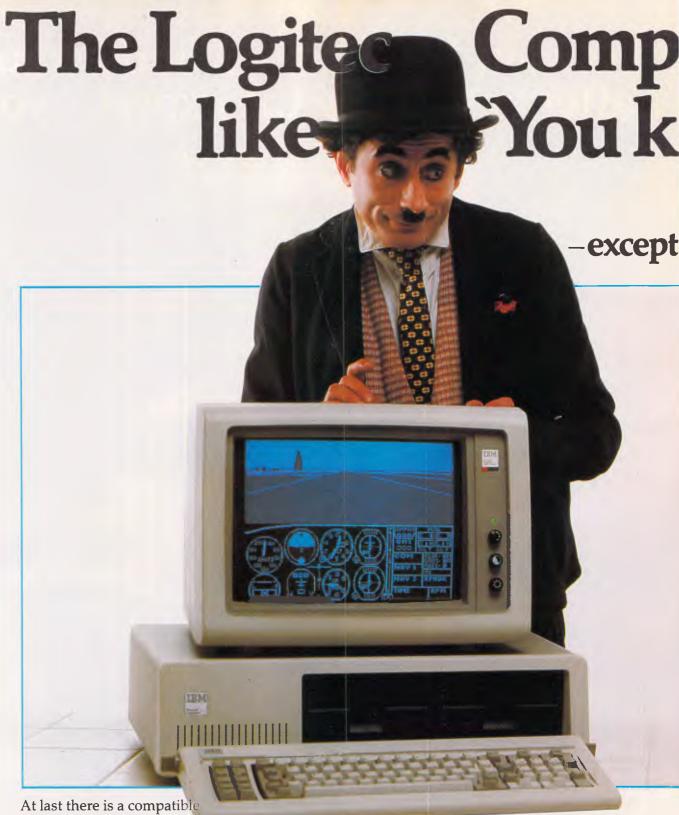
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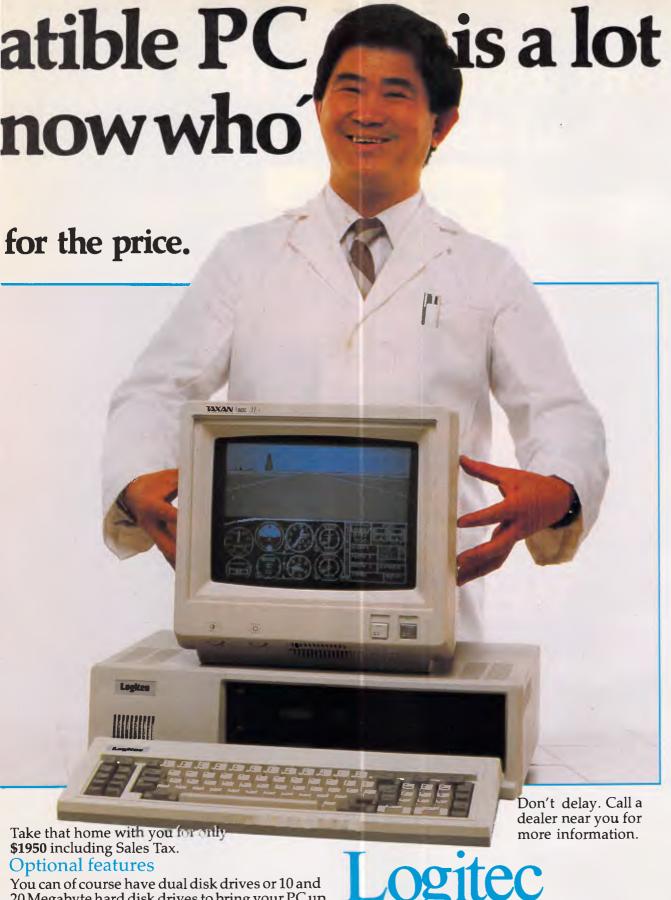
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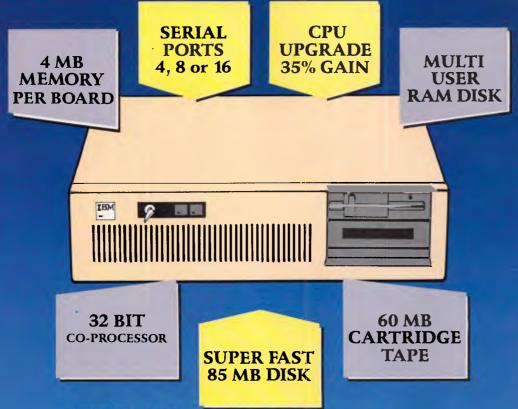
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NEWSPRINT

hardware together with a multi-tasking operating system, it might cost a bit more than Amiga, but it would do all the things that the present generation of Amiga programmers are dreaming about, inspired by the first model.

Commodore certainly has such a machine on the drawing board. It won't be out in 1986, but the fact that it is on the way is a promise that software developed for today's Amiga can look forward to an expanded future, a concept that can encourage programmers more than a little.

Amiga 2 will be out (in the US) in 1986, around September, with 1Mbyte of RAM as standard (2Mbytes please, Commodore!) and various other improvements, with virtual memory a real possibility.

The PAL version will be produced around July, with software developers receiving prototypes in May. It won't be compatible because it has 256 lines, not the 200 lines of the American version. The Amiga knows where it is on each scan line, so the difference is crucial to picture handling.

The price of the Amiga will drop, but it's only guesswork to say by how much, or when.

And it remains the machine which I've been waiting for, even though I've had to trim my dreams a bit to suit.

Guy Kewney

Comdex fairy tales

It's fairy tale time again, with people arguing about just how many visitors attended the big Comdex exhibition in Las Vegas.

The show was back in November, and Newsprint has already carried a short report of instant news, reflecting the general impression that it wasn't a headline-grabbing show.

Not everyone agreed, however, and one very valuable insight into what had changed was my favourite inside bulletin, the California Technology Stock Letter.

'It's fashionable to say Comdex was boring, with nothing new, not enough dealers, and too expensive. We disagree,' it reported.

The CSL puts chapter and verse down on paper. 'What was new was that nothing was new,' said the editors. 'At previous Comdex shows, all the emphasis was on the latest whizz-bang technology: Gavilan's lap-top, Ovation's knock-your-socksoff integrated software, Visicorp's Visi-on.' Ouch! It's all true, and it's all disappeared.

'In contrast,' continues the Letter relentlessly, 'this year's Comdex showed a series of practical products that customers could buy. Instead of "new", we got "real" — for example, Windows finally started shipping.'

The Letter goes on to spotlight things I frankly wasn't looking for, and should have been. For example, photocopiers.

Why, you laugh, who's interested in photocopiers! Me, when they cost \$US6000 (Xerox) and are also laser printers. And they'll put in facsimile next. And QMS produced a laser printer — slowish, at six pages a minute, but at \$US2000...

The letter helped me catch up with other things I missed on the floor, too: for example, the fact that Hewlett-Packard, Compaq and IBM are thinking of announcing micros based on the 80486 (yes, four, not 80386) next year.

And it's true that I did feel that the show was good value for anyone buying equipment. There were five new hard-disk-on-a-card announcements, three (possibly four) AT-on-a-card plug-ins for PC users, and

any amount of network software.

But the sense of fairy tale persists, and I'm afraid that for once, the CSL's scepticism failed it.

It accuses the 'boring Comdex' prophets of underestimating the number of dealers. I don't think the number was underestimated: quite the opposite.

'Comdex had about 80,000 attendees,' said the CSL report. And it goes on to suggest that if each of the 4000 American computer dealers sent one person, then only one in twenty visitors to exhibition stands would have been a dealer. 'But that would mean, in five days, that your product is exposed to every dealer in the US!' it concluded.

Well, nonsense.

Apart from the arithmetic, there's no basis for any such suggestion. If each dealer sent one person on average, then every dealer was at the show. But that doesn't imply that every delegate visited every booth (at nearly 2000 booths, you get well under 40 seconds per booth, so I should think it pretty unlikely); nor does it prove that every dealer sent one person. And some dealers sent three people. Where does that leave us?

In a conference session on 'Abuse of the distribution channel', Trip Hawkins spoke eloquently about how his company, Electronic Arts, had built up a distribution business, based on the fact that it had excellent authors and that you had to buy from EA to get them.

At the end of the session, there was a question and answer period, which I ducked out of. Shame.

The point is that I met Trip later, in Silicon Valley, and we shared a couple of laughs about the session, which had been pretty boring. 'But the really funny thing was, when the session chairman asked for a show of hands, everybody in the audience turned out to be a

distributor!' said Hawkins. 'There was only one dealer there.'

Dealers were in *very* short supply. When times are hard, these small-business owners have to stay to mind the shop because they've fired the hired help. Times are hard.

But who says there were 80,000 visitors? Comdex? Well, last year, it said there were 100,000, which was sheer rubbish. There were around 65,000 people last year, and a lot of them spent money on the casino attractions. The manager of the Circus Hotel estimates that conference delegates bring in \$650 worth of gambling money (which, on average, they lose) compared with \$1075 spent by holiday-makers.

I seriously estimate that there were 50,000 or fewer delegates at Comdex Fall 85. And most of them were distributors, corporate buyers, software authors and end-users, whatever they say on the forms they filled in.

I can't resist one final plug for *CSL*, by the way.

One item in the Comdex report highlights a product sold by Westminster Software in the States, and is, notes the CSL, the second best-selling micro PERT package in the US.

The item actually begins, however, with a loud and clear disclaimer: 'We are investors in and board members of a private company, Westminster Software.'

If other newsletter editors in the States were that straightforward about their stockholdings, their credibility would be very, very much higher.

Guy Kewney

CD-ROM fever

Whatever happened, we all wondered, to Gary Kildall, the man who invented CP/M? The answer, I discovered on a visit to his new company in Monterey, Cali-

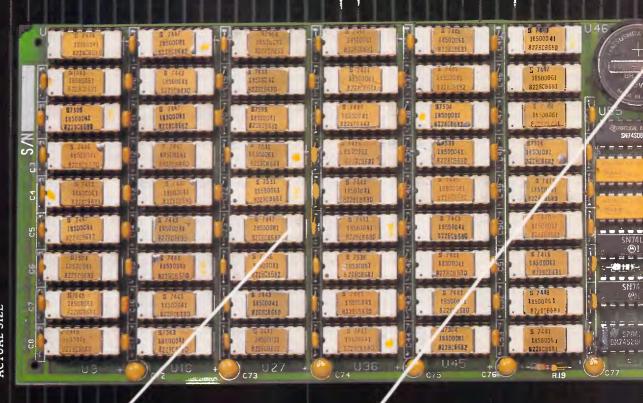
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EXPANDING COMPUTER POWER

NEWSPRINT

fornia, is that he's got into the CD-ROM game.

His new company, Activenture, is computerising compact disks.

His first product, oddly, wasn't a computer-readable disk at all, but a 12in video disk with Grolier's American Encyclopaedia on it.

Each video frame was a page of text, indexed in a better-than-rudimentary way, for interactive video disk players. And apparently there are 'only 120,000 of these around in America', to quote Gary, so he made a bit of money there.

People suggested, before I visited him, that the problem he would face was reluctance - on the part of publishers - to let someone else have their text.

Not a bit of it, he responded. 'There's a lot of this sort of information already on online databases, and all we do is take their tapes and sell them. The profit margins are very good, and the number we can sell is good.

Profit margins good? I'll say! The CD-ROM is actually cheaper, today, than a floppy disk. It doesn't have to be loaded with data by a magnetic recording process, it is just stamped out. It holds 400 Mbytes - the Grolier takes 160Mbytes including indexing information. And it sells for nearly \$100.

Gary has his indexing software on the IBM family, under Concurrent DOS (he remains chairman of Digital Research, which sells Concurrent, so that's no surprise) and on the Atari ST, under GEM (DR sells Gem, too), and it looked pretty nearly ready to sell, from the demonstration he gave.

From the States, Cuadra Associates has issued a market research report on online databases (it prints a directory of the services) showing that 197 new databases went online in

the months August-October 1985, bringing the total to 2890 databases, through 442 online services, world wide. Carlos Cuadra, the president, describes the situation as a 'bandwagon' even though the number of casualties remains high, too.

From Frost and Sullivan, more market research shows that the optical disk market will grow at an annual 271 per cent from 1984 to 1990 - a forecase it describes as 'conservative'.

Kildall describes Activenture as 'high-risk' and has spent around \$1 m equipping his company with computer equipment for transferring text into optical disk format. But he also describes his outlook at 'optimistic'.

I wouldn't like to be in the magnetic disk business, even with 5Mbyte floppies appearing.

We should be told

Version 2.0 of Lotus 1-2-3 had an encyrption problem which screwed up the hard disk. Lotus admitted there was a problem, but is the company still selling it?

Time to announce the lucky winners of two recent APC competitions. The first was in the August issue and required the entrants only to supply name, address etc in a "draw from the hat" contest. Michael Stacey of Telarah in NSW was the first out, and is now the proud owner of an Amstrad 664.

In the second competition, we asked readers to make us roll around the floor bellylaughing. The three who came closest are Les Pobjie, Don Thorpe and J Hutley -Don Thorpe eventually being voted the funniest APC reader. Courtesy of Com-



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modore, he has received a 128 for his troubles. Runners up in both competitions will receive subscriptions/extensions to this magazine.

Tutorials

A number of tutorial packages have been announced for the beginning of the school year. For the Micro-Bee is Teacher's Toolkits from Focus Educations Software. It is written by a senior maths master at St Peters College in Adelaide and covers graphing functions, probability and astronomy (including reference to Halley's Comet). Call (09) 325 7644 for more information.

An Australian authoring system, appropriately named Author, has been released for IBM PCs and compatibles. An authoring program allows teachers to develop and deliver interactive videodisc sequences, speech synthesis, music and colour graphics. A demonstration package, including manuals, is available for \$50. Call (03) 817 3214.

On a less serious note, Commodore has produced a quiz program. It has three topic areas available: 'Words', People Places and Things' and 'You and Your World'. Two teams are required (plus a Tony Barber-type person to mediate) and take turns answering randomly ordered questions. In addition, users can add subjects to the game themselves or purchase additional data disks for \$21.95 each. Game Show retails for \$49.95.

Not a new product, but a new distributor: Arthur Young's 'self teaching interactive video and computer based training course' is now handled by Micro Management Services. Subjects dealt with include Lotus 1-2-3, Multiplan, Multimate, WordStar and dBase III. Rental or purchase of the courses is available by calling (02) 452 3779.

From Intouch Computing comes a micro-based tutorial for IBM PCs and compatibles. It takes the pupil through the basics of computing, then continues into a high level language (Basic) and onto assembly language. By using a 'concurrent window' the Complete PC tutorial can tutor and, at the same time allow the normal operating system and applications software to run normally. Call (09) 339 4431 for the location of your nearest dealer.

And lastly, the Metropolitan Business College hopes it has come up with something to give those computer-shy executives, RSI sufferers and the handicapped a chance to become acquainted with the personal computer. It is using voice recognition units to obviate the necessity of using keyboards. Telephone (02) 232 7666 for more details.

Caught with your pants down

When your micro's insurance runs out and you forget to renew it, your micro will breakdown. Imagineering has woken up to this fact of life and is now offering a fixed price non-warranty repair service. The company has prepared a list of products covered by the non-warranty service, which will be carried out by its technical department based in Sydney. Other products will be repaired subject to quotation approval or on a time-and-material basis" said Tony lannuzzelli, Imagineering's technical manager. Imagineering is on (02) 662 4499.

More JX support

IBM is giving its JX micro a further push with the release of five software packages. Direct Helper (designed to help children and adults overcome learning disabilities); Attache Business Pack (an integrated accounting package for small to medium sized businesses), Typequick (recognised as one of the best keyboard training packages around); Saltbush Series (a farm management system); and Wordworm (a spelling tutorial). IBM doesn't preannounce - so these packages are now on sale from IBM PC dealers.

Briefs

Appointment Diary and Smart Alarms are a couple of desk accessories (so they can be used from within any application) for the Macintosh. Together they sell for \$80 although each can be purchased separately. The distributor, Jam Software, is on (02) 799 1696... Condense a life-time of business headaches into a fun-filled evening with the Strategic Management Game. It's a business

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simulation training package which is supposed to test the decision making ability of the players. The game simulates (how realistically, we cannot say, having not the time for the fun-filled evening) all the dimensions of a real business with capital expansion, marketing wars, new product development, product enhancement and obsolescence and geographic expansion. As you'd expect it's very popular in

America. Demonstration packs are available for \$10 by calling (02) 233 8666 ... Creative Computing is marketing an Australian accounts suite designed for IBM's PC/AT and compatibles. It runs under Xenix and is written in C. Unlike some other products it is not a rehashed UK or US product, but totally Australian" says Bernie Hogan of Creative. The software can support the

multi-terminal capability of the PC/AT. Tel. (07) 369 5422...Two single board 68000-family computers are being distributed by Paris Radio Electronics. A large range of languages is available; call (02) 344 9111 for more details . . . Business Computers International in Richmond, Melbourne is marketing a locally developed quoting and estimating package. According to BCI, one of the main advantages of the package is the ease with which customisation of the estimating requirements can be achieved for specific industries. Tel. (03) 429 2042 ... Sharp PC users can now easily encrypt data with a recently announced Australian device called the Compucrypt. It was specifically designed for the protection of data being transmitted from and to Sharp's portable PC-5000 but will soon be available for the MZ5600 and the PC-7000; details on (02) 728 9111...To demonstrate the IBM PC/Hercules card

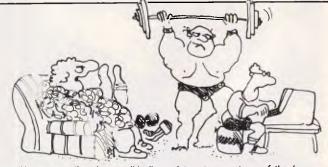
compatibility of its graphics

card, Sourceware is bundling Flight Simulator in with 'Preview!'. The AST-developed Preview! replaces the IBM monochrome display/ printer adaptor and provides two graphics pages each of 720 by 348 pixels, a parallel port, AST's SuperPak utility disk, a RAM disk, and SuperSpool. Preview! uses one full size expansion slot. Tel (02) 411 5711 ... IBM has produced a version of a mainframe relational database for its range of PCs. The relational language SQL, IBM's fourth generation language in SQL/DS and DB2 on the mainframe is now available under PC-DOS... Porchester Computers is the new distributor for US company Orchid Technology. Orchid is responsible for the PC-Net networking system for the IBM PC and a range of addons including a go-faster board for the PC and a multi-function board with 2Mbytes of RAM conforming to the Lotus/Intel memory expansion specification . . .



This is a printer from NEC. It costs \$695. The preceding two sentences do not conflict, as a less than generous reader might be tempted to suggest. The ELF, as it is known, is based on the hitherto previously expensive NEC thimble printing element, and being a member of the Spinwriter family, the ELF can use any of the 190 available thimbles, each with 128 characters. Both NEC and Diablo command codes can be used, and RS232 and Centronics ports are standard.

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Macintosh Plus

The Macintosh Plus is Apple's gesture of acceptance of the criticisms of the original Mac — primarily, insufficient memory and disk space, and a slow disk drive. How has the company rectified these shortcomings? Nick Walker tests the new Mac's capabilities.

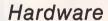
It may not have sold in anything like the same numbers as the IBM PC, but few would disagree that the Apple Macintosh (and its predecessor the Apple Lisa) is one of the most influential machines in the history of microcomputers. After three years of setting the pace, Apple now has competition in the form of Com-

modore with the Amiga, Atari with the ST, and numerous other micros offering windows, mice, icons, and so on. Even the IBM PC makes a passable attempt when running GEM or Windows.

With the advent of this competition, speculation has grown as to how Apple will respond. Certain facts are known.

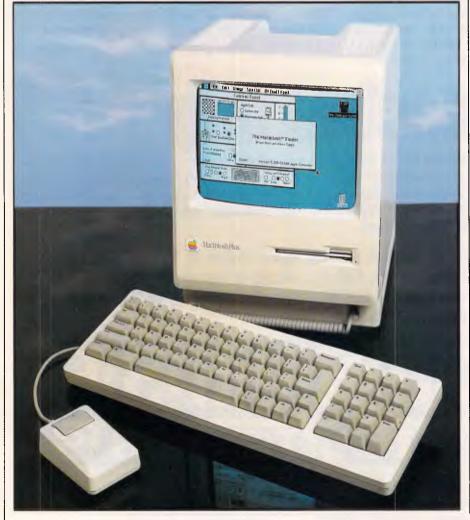
The Macintosh was designed to be capable of driving a colour display; perhaps that will be the main feature of the next Mac. John Sculley, the president of Apple US, hinted at more industry compatibility, leading to all kinds of disturbing rumours about Apple falling into line with IBM. Will criticisms of the original Macintosh continue — not enough memory, not enough disk space, disk drive too slow, non-standard I/O ports?

After the launch of the Fat Mac with 512k of RAM, there was a quiet period when very little in the way of new hardware was announced by Apple. And then at the end of 1985 came the Laser-Writer, the HD-2O hard disk, the ImageWriter II, and now a new Mac to drive them all — the Macintosh Plus.



Externally there is little to distinguish the Macintosh Plus from its predecessor; during the course of this review, the machine sat openly in my office and no-one distinguished it from a normal Mac. The most obvious external difference is the keyboard, which has grown by four inches to incorporate a numeric keypad. The system case is almost identical to that of the original Macintosh, which is understandable having tooled up an automated production line, you don't make gross design changes without good reason. A careful examination of the system case will reveal 'Macintosh Plus' next to the Apple badge on the front, a similar change to the information on the back, and, most important of all, a collection of new and different I/O ports running across the

Lovers of the original clunking, hollowfeeling keyboard need not be too alarmed as the new keyboard has exactly



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the same feel. After weeks with an IBM keyboard it does feel a little strange, although I'm loath to condemn it as worse — it's just different. To the right there is now a numeric keypad which consists of the digits 0-9, the usual +, –, * and / arithmetic operators, and an Enter key. This is a direct response to the demands of existing Mac users, especially since the advent of the Jazz and Excel spreadsheets.

The remaining alphanumeric keys have not gone unchanged. Whereas all the control keys on the original Mac were depicted graphically, they are now in the more traditional written form: Backspace, Shift, Caps Lock, Tab, Command, Option, Return and Control are now written on the keys. As an occasional Mac user I find this approach much clearer thinking of meaningful symbols for Option, Command and Control proved a little too much, even for icon-orientated Apple. To the bottom-right of the keyboard there are now four cursor control keys: Left, Right and Down run along the bottom row of the keyboard in that order, with the Up key positioned above the Down. I can't understand why manufacturers position cursor keys in anything other than a diamond configuration. Perhaps in the case of the Mac Plus it's to convince you of the usefulness of the mouse, but nevertheless it proved infuriating to use at any speed.

Overall the keyboard is a considerable improvement, although it's a far more conservative layout than the original Mac; it now doesn't seem too outlandish even for hardened IBM users. Appeal for IBM users might also explain the peculiar cursor key arrangement which is the same as that found on most IBM terminals.

Apart from the keyboard, the major external difference is the I/O ports running along the rear of the machine. From left to right there are now mouse and serial ports, both of the original non-

standard Apple configuration, a high-speed peripheral port, and two mini DIN sockets for modem and printer. This ends the speculation that the new Mac might have slots for expansion cards: Apple claims that with this collection of I/O ports, the Mac Plus now has all the expansion potential it needs. It's probably right.

The high-speed peripheral port is configured to the SCSI (Small Computer System Interface) standard. Over the last year I've come across numerous industry standards that I've never heard of, criticised them for being obscure and have then been proved wrong. This time I'm not being caught out. After a number of phone calls I've determined that SCSI is a true industry standard with its roots in minicomputer architecture; a large number of peripherals is already available for it. It is particularly suitable for storage devices such as hard disks and tape back-ups, but it can also support other peripherals such as scanners and digitisers. SCSI peripherals can be daisychained up to a predefined limit on the Macintosh Plus this limit is seven.

One of the most prevalent criticisms of the Macintosh was that there was no easy way to hang a hard disk off it. The most popular solutions used either the serial or printer ports, which worked but severely limited the speed of transfer. The best solution is a product called Hyperdrive which is mounted internally, but it isn't cheap and involves considerable internal modification. By using this SCSI port, the external hard disk can now achieve the same speed as the Hyperdrive, which is five to six times faster than previous hard disks.

This SCSI port creates a problem for Apple, which has just introduced its own hard disk, the HD-20, for the Macintosh, operating off the serial port. If the company were to change it to operate at the higher speed by using the SCSI port it would effectively lock out the existing



There's adequate expansion potential

user base of half a million. A spokesman for Apple said that the HD-20 will not be changed, but I suspect that a HD-20 with both ports may be forthcoming. Apple will have to be quick bringing this out, as it is now easy for third-party manufacturers to produce hard disks for the Mac Plus.

The printer and modem ports are of the S5/8 standard, an increasingly implemented and upcoming standard. The sockets are of the mini-DIN8 type, and as such are compatible with the newest Apple peripherals such as the ImageWriter II and the Apple Personal Modem. This standard is the one that will be used by Apple for future peripherals.

Internally things have changed considerably, in direct response to what Apple users said they wanted from the next Mac. Nicest of all, the Mac Plus has 1 Mbyte of RAM as standard, made up of 256k chips. Furthermore, by the time you read this Apple should be supplying 1 Mbyte RAM chips, allowing you to expand the Mac Plus to 4Mbytes without changing the system board. At last, the Macintosh has the memory it needs to obtain the most from its WIMPs (windows, icons, mice and pull-down menus). ROM has also increased, with the two former 32k chips (Laurel and Hardy) being replaced by one big 128k ROM (Mr T).

The other big plus on the Macintosh Plus is the internal disk drive which now works with double-sided disks, giving 800k of disk space — equivalent to 160 pages of A4 text. The double-sided disk also operates twice as fast as the singlesided drive, which considerably speeds up program loading and document access times. In practice, load time is approximately 60 per cent of the load time on the old 400k disk. The new drive will read 400k disks to maintain compatibility with existing software; additionally it will give the option of formatting a double-sided disk as singlesided, which can then be used on both internal and external Macintosh drives.

An external 800k drive will also be



The keyboard is a considerable, if conservative, improvement on the original

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available from Apple which will work with both the Macintosh Plus and previous 128k/512k machines.

By now I should imagine that all current Macintosh owners are getting hot under the collar wondering what hope they have of upgrading to a Mac Plus specification. To save you any more worry, I can tell you that Apple has produced an excellent three-stage upgrade culminating in a full-blown Macintosh Plus. The three upgrades are: the Macintosh Plus logic board, 1 Mbyte of RAM, and all the new I/O ports incorporated into a new rear case: the Macintosh Plus disk drive kit to turn the internal drive into 800k double-sided, including the new ROMs and system disk; and the Macintosh Plus keyboard. All except the keyboard require dealer installation. You choose whichever one you want depending on your needs, although a disk drive is recommended, especially for Mac 128k owners when purchasing the logic board kit.

Software

There are a number of major changes as far as the system software is concerned. Firstly, the system now formats all disks greater than 400k to use the true hierarchical disk filing system as introduced with the Apple hard disk. This was reviewed in depth in the December 1985 issue of *APC*, so I'll just outline it in brief here.

The original Macintosh used to look through the entire system to find a file. whether it be an application, document or whatever. This was fine with a 400k disk where you weren't likely to have more than a few files on a single disk. However, with a hard disk which can store hundreds of files, this system proved intolerably slow. The hierarchical file system gets round this by allowing you to define any number of directories on a single disk and then linking these directories together in an inverted tree structure. Initially the search for file is done within a single directory which considerably speeds up access times; on the Macintosh, if the file isn't found, a full tree search is then performed until it is found.

Another visible change to the original Macintosh system software is the control panel, the desk accessory that allows you to configure certain system options. Like the keyboard, all the incomprehensible icons have been removed from the control panel and replaced with the text. Numerous icons that I really didn't understand on the original control panel have now been made clear to me. The new control panel is noticeably larger than the original, and this increase in size

is not all due to turning icons into text—a number of new features have been introduced. The old control panel allowed you to configure desk-top design, speaker volume, date and time, the speed at which a double click would register on the mouse, key repeat rate, key sensitivity and the rate at which a selected item from the pull-down menu flashes. All these features have been transferred to the new control panel and the following features have been added—a RAM cache and an Appletalk connection option.

The most interesting of these two extra features is the RAM cache. This sections off an area of memory to be used to store recently-accessed areas of the disk, therefore certain disk-intensive operations become a great deal faster. The RAM cache on the Macintosh can be any size between 32k and 768k, and can be switched on or off. The only operation that revealed any discernible difference was movement through a relatively large spreadsheet using Excel. Nevertheless I am a big fan of cache, having used it in program development and seen big increases in the speed of the compilelink-run cycle. A RAM cache, however, will have no effect on the initial loading of anything.

As far as the Macintosh desk-top is concerned, little has changed. It is interesting to note, however, that after Apple had threatened Digital Research with legal action over GEM, one of the features of GEM is now to be found on the Mac Plus desk-top. In the top right-hand corner of a desk-top window there is a small square which allows you to expand the window to full-screen size by positioning the pointer over it and clicking the mouse button. A second click of the mouse pointer will revert the window

to its original size.

The only other visual differences in the system software are that the opening title box now has an extra black band round its perimeter, and the 'About the Finder' option on the desk accessory menu now proclaims 1024k. But as far as the Macintosh programmer is concerned, the Macintosh Plus offers a host of further facilities. Unfortunately there is insufficient space to go into detail here, so I'll just choose selected goodies and reassure you that there are many more. Of interest to both programmers and users is the fact that the Finder is held entirely in RAM, making all the desk-top operations pleasantly fast.

With the new ROM, Apple has tried to achieve three things: an increase in performance: correction of some outstanding bugs; and, most importantly, to maintain compatibility with existing software. The Quickdraw ROM routines have been optimised, making all the strictly drawing routines on average twice as fast, although isolated cases such as the drawing of vertical lines within a rectangle are now five times faster. Another area of improvement is the positioning of text. With the advent of the LaserWriter it is possible to position the text to much greater precision; the ROM allows you to specify a fractional spacing for text, although this of course will not be visible on the Mac screen.

It's when you start using the Mac Plus for running applications that you really appreciate the power that double memory and disk capacity has opened up. The whole system runs a lot sweeter and faster, disk swaps are much less frequent, and the majority of spreadsheets are held within RAM making them far quicker in calculation. With the Switcher (a program from Apple that holds multi-



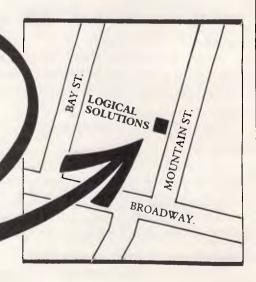


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ple applications active and within memory, allowing you to rapidly switch between them) you can now use all your favourite applications simultaneously

and in an intelligible way.

The million dollar question as far as many users are concerned is: What about compatibility? There are two areas where incompatibility may occur - the hierarchical filing system and the new ROM. Having run most of the applications in the APC office, it seems that the new ROM is faultless, but the applications that failed with the Hard Disk still fail on this latest revision of the hierarchical filing system. This includes many of the public domain utilities and, more worryingly, a large number of the programming packages. You can, however, expect the majority of software houses to modify their software so that it does run and make it available at a nominal charge.

Documentation

A couple of sheets of documentation floating down to lie beside a Mac might make a good television advert, but even with the admittedly excellent Macintosh environment it isn't enough. Happily the

manual included with the Mac Plus stretches to at least 100 pages, and makes a very competent effort to cover all the aspects a novice Mac user might need to know about. Having said that, the Macintosh Plus is still very much a machine that I would encourage a novice user to play with before going near any documentation.

Prices

The Mac Plus will retail for \$4495 including sales tax (that's \$100 more than the current price of a 512k Mac, though the 512k Mac is due for a price drop). This price does not include Mac-Write and MacPaint which have to be purchased separately for \$175 each.

Existing Macintosh owners who wish to upgrade will pay \$695 for the disk drive kit; \$1345 for a logic board for the 512k Mac and \$1845 for the 128k machine; and \$275 for the keyboard kit. The external 800k disk drive will retail for \$795.

Conclusion

When the original Macintosh was launched I was impressed — very

impressed. After realising that one wasn't going to appear on my desk for a while, I found sufficient grumbles to enable me to continue happy use of the big, fat and ugly IBM PC that currently occupies most of my desk.

Now, due to the Macintosh Plus, all those criticisms have gone, and I seriously doubt that I'll ever be satisfied with the PC even when it's trying hard to

behave like a Mac.

The Macintosh Plus can best be described as an evolution of the original Macintosh design. It is particularly gratifying to see that Apple has heeded the most frequent criticisms of the original design — the memory and disk size — and rectified them.

Some people may be disappointed that it's not the colour, slotted Macintosh they expected: to them I say sit down with a Mac Plus and see how it has matured.

I just hope it's not too late to persuade the business micro buyer that the Mac Plus can now do far more, far easier and cheaper than any PC or PC/AT, because it really can.

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BANKS' STATEMENT



Last rites

Martin Banks considers the rather hysterical actions of Apple in its bid to sue over the Macintosh copyright.

It was a dark, chilly night as the ghost of Charles Babbage rose from its resting place to stalk the halls of Lincoln's Inn Fields, the heart of London's legal community.

The ghost had a mission of the utmost seriousness. It had felt the vibrations out on the astral plane, and had sensed the injustice building gradually within it. Now the time had come to strike. If others could do it and win, then who had a better claim to the same victories than Charles Babbage? The ghost was intent upon gaining them.

In Lincoln's Inn Fields it found what it sought: a legal mind skilled in the arts of copyright law. With a gentle puff of icy breath the legal mind was brought sharply awake, stunned by the apparition that stood at the end of the bed. The apparition, once it was sure that this fine legal mind was fully roused, spoke.

'Listen, I have a job for you. I want you to sue every company and every individual that has ever made a computer, ever thought of making a computer, or ever wondered if it might be possible one day. I, the ghost of Charles Babbage, the inventor of the first computer, claim the copyright on the whole damned thing.'

The fine legal mind, having rapidly digested this information, suggested that there might be problems with legal precedent, or the lack of it. 'The precedent exists,' said the ghost.' Just go seek the Apple.'

Now that might seem just a little absurd, even though poor old Charles Babbage did invent a computer long before anyone else (he called it a 'difference engine', which has a much better ring to it than PC, but never mind). Only the lack of money and mechanical engineering skills prevent it working in practice.

On that basis, he or his descendants, including his ghost, have the legal right to sue just about everyone for coming up with a similar idea. OK, so they did it a different way by using electronics and stuff, which was cheating. He, however, came up with the idea.

Such a suggestion seems about as logical as the recent happenings at

Apple, already reckoned by some to be among the most litigious companies the computer industry has ever spawned. It is a company that has produced some great ideas in its time, and some interesting applications of those ideas, especially in the form of the all-conquering Apple II and the later Macintosh.

Part of that computer, and its predecessor, the now-defunct Lisa, is a graphics and icon-based interface that transformed the way in which users communicate with the machine. Together with the mouse, you can point to what you want with the cursor, click a few buttons and be into a file or performing a task without having to dabble in quirky command lines. This, not surprisingly, has been universally hailed as a 'good idea'. As such, of course, it is not subject to copyright.

This is, presumably, somewhat to Apple's chagrin, for the company is keen to protect its rights and position by recourse to the legal profession. It has done it in the past, quite correctly from a legal point of view, with moves to stop Far East manufacturers from gatecrashing the Apple II market with cheap hardware.

Certainly these machines were various degrees of a rip-off, but this has left Apple as the sole contender in its own market-place, which is big but not going too far these days. IBM, on the other hand, has let others build clones and compatibles based on a publicly available operating system. The result has been that IBM is now sitting at the top of a much bigger market-place that is going somewhere.

Now, Apple is on the legal trail again over the Macintosh interface. Its legal action against Digital Research (DR) seems, to an outsider, to border on the petulant. DR came up with GEM, another graphics-and-icons interface. The difference, as we all know, was that it was designed for the PC market, where such a thing was urgently needed. It also followed the pattern set out by Apple with the Macintosh interface; after all, why re-invent the wheel?

GEM works in a different way to the

Macintosh, so it couldn't be touched as a direct copy. Apple, therefore, claimed copyright of how it looked. This is despite the fact that the Macintosh system works only in black and white, while GEM is in colour. Its contentions are apparently based on a legal precedent set in a computer games case between Atari and Bally-Midway vs Magnavox over a Pac Man rip-off claim.

This is a test defined at that case which is generally referred to as the 'stand 10 feet away and squint at it' test. If something looks similar under these circumstances, you sue.

Using this legal principle, DR can definitely get its own back by suing Microsoft (before Apple gets to Microsoft over MS-Windows looking the same as the Macintosh — Apple is said to be 'looking' at Windows already). DR could sue, quite justifiably, for the visual similarities between CP/M and MS-DOS. Damn it, the A> is exactly the same.

Let's take it to the logical absurdity. I shall now sue my colleague Guy Kewney for writing about computers in 'Newsprint' and, at the same time, for having a beard. At 10 feet, people have been known to confuse us.

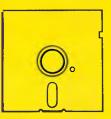
As has been pointed out, the basis of Apple's case is tenuous at best. Apart from anything else, the Macintosh interface is itself a rip-off of the original SmallTalk system produced by Xerox; Xerox hasn't bothered to sue anyone. Another factor is the point that, as one US observer succinctly put it: 'I'm not sure you can copyright a picture of a garbage can.'

Quite why Apple spends its time suing all and sundry is beyond me. As IBM has shown, the way to grow is to have everyone using the same things (that is, PCs). That way, there is more market for everyone. Apple's current legal activities have been likened, perhaps unkindly, to the writhings of a dying man, slashing out at all and sundry. Certainly the Apple legal department is one part with something still to live for.

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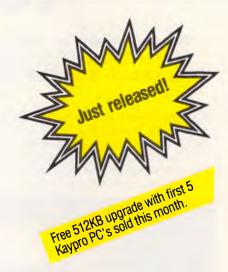
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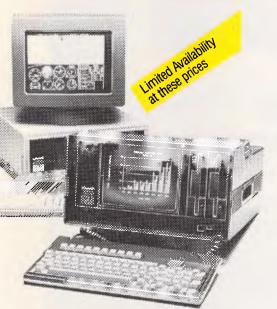
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ICL Quattro

The multi-user market is still an open one, with no definitive system as yet. ICL is attempting to fill this gap with the Quattro, a multi-user development of the Rair Black Box. Nick Walker tests its suitability as a small-business alternative to networked stand-alone micros.

With the current interest in networking stand-alone micros, it is all too easy to forget the alternative of purchasing a multi-user system from the onset. By the time you've bought the separate micros and the necessary network cabling and

software, the total cost of the system can often come as a shock. If you have to buy a computer system for a small number of users, one of the most attractive propositions — and quite often one of the cheapest — is to go multi-user.

One company that has been in the business of providing small multi-user systems for many years has been ICL. Its latest offering in the multi-user micro field is the Quattro. This machine is a development of earlier ICL PCs, which in



turn are developments of the famous Rair Black Box.

The name Quattro didn't strike me as the most original name for a new product. Apparently the machine is named Quattro as it supports up to four users, each user running up to four programs simultaneously. Four by four = Quattro — obvious, really.

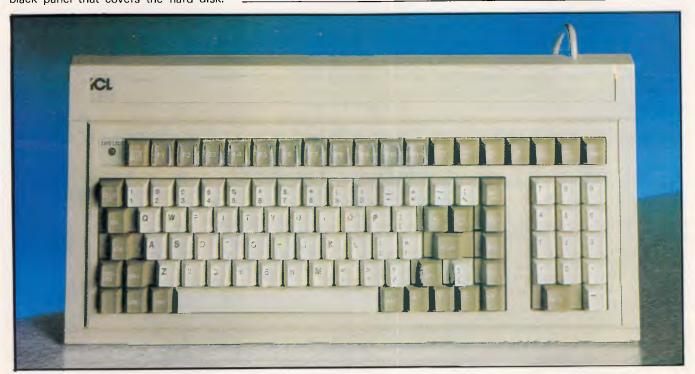
Hardware

As someone who gives a large proportion of desk space to an IBM PC, the ICL Quattro doesn't seem too large to me: the main unit is a large, pale brown box with a footprint slightly larger than the IBM. But it certainly isn't a small box, and although it could at a pinch sit on someone's desk, I certainly wouldn't like to be the one who had both the terminal and the main system box on my desk. The machine would benefit from a table of its own or from standing on its side at the side of a desk, and once it's there you'd be well-advised to keep it there as it weighs over 27kg.

The front of the machine is plain — the review machine had a single small ICL label in the top left-hand corner, and below this is a single green power-on LED. Judging by the literature, there will be a go-faster Quattro sticker on the final production machines. To the right there is a single floppy disk drive and a small black panel that covers the hard disk.



The Quattro can work with virtually any remote terminal



The keyboard is well pitched and has 102 keys of various shapes, sizes and colours

BENCHTEST

The bottom-of-the-range machine, the Model 19, has two floppy disks rather than the one hard, one floppy configuration found on the rest of the range.

The rear panel is rather more interesting. To the right is a bank of eight ports, consisting of six asynchronous RS232 ports for up to four workstations, leaving the remaining ports free for printers, plotters, modems or any other peripheral you fancy hanging off the back. The other two ports are an RS422 port, allowing you to form a network of Quattros, and an RGB port. This is not for an RGB monitor as you might expect, but for the connection of a video system to create slides, or a projector to show them.

To the left there is a large fan. This is reasonably quiet and went unnoticed in my office, although it may prove a little irksome in a quiet office. To the left of this is a non-standard synchronous port to give the necessary links to ICL and even IBM mainframes. At the far left-hand side is the power-in socket, on-off switch and a reset switch.

Getting inside the machine is easy—remove four small side screws and the lid slides forward and off. Once inside, a rack of PCBs is revealed to the left, with the hard and floppy disks to the right. To the rear at the right is the power supply.

There is no motherboard inside, just a bus running along the front left-hand corner which contains all the boards necessary to make the thing into a full working computer system. Although many people applaud this kind of open architecture, it does suggest a certain lack of permanence; a quick change of processor board and you have next year's model with the minimum of cost. Among the advantages of this arrangement, however, are the ease of memory expansion and the ability of the machine to accept special-purpose cards should ICL manufacture them.

From left to right the boards are serial I/O, three RAM cards, one processor and ROM card, a floppy disk drive controller and a card containing some miscellaneous hard disk circuitry (not a hard disk controller). The Quattro's processor is an 80682, Intel's go-faster version of the 16-bit 8086 being driven at its limit of 8MHz. On the review machine this was complemented by a 8087 maths coprocessor, which is optional on the retail machine. Other than this there are a couple of ROMs and the usual TTL circuitry found on any processor board.

The floppy disk controller card betrays the machine's origins and age, being labelled 'Rair 1981'. ICL claims that this shows how good the original Rair Black Box floppy disk controller was, but I'm not convinced. Surely floppy disk tech-

nology must have advanced a little in the last four years.

Next to the floppy disk controller is a card that I originally believed to be a hard disk controller, but on closer examination it turned out to be no more than a few TTL chips with a cable connected to the hard disk. In fact, the hard disk control circuitry is in two PCBs under the physical hard disk. The three RAM cards are nothing very exciting, being based on 64k x 1-bit DRAM chips and each offering a total of 256k, with the maximum of four cards equalling the physical addressing limit of 1 Mbyte. The serial I/O board is the most densely packed, containing all the necessary circuitry to drive the aforementioned bank of I/O ports.

The Quattro is supplied in three models, labelled Model 19, Model 39 and Model 49, with the main difference between each being the disk drive configuration. The bottom-of-the-range Model 19 has 256k RAM and two 800k floppy disk drives: the Model 39 and Model 49 have 512k RAM, one 800k floppy and 10Mbytes or 20Mbytes 51/4 in hard disks respectively. The review machine, a Model 49, had a Rodime, 20Mbytes hard disk which was rather slow compared with other hard disks, but according to ICL this is the price you pay for maximum reliability. The drive behaved faultlessly during the review, so it may have a point.

The Quattro can be made to work with virtually any remote terminal. Two terminals are recommended by ICL, and were supplied with the review machine. The first of these has the snappy title of The 6402G Monochrome Workstation. It reminded me very much of the kind of terminal you find connected to large mainframes, being both large and ugly and yet of undeniably high quality. The second terminal recommended by ICL is The 6404CG Colour Graphics Workstation, and is even larger and uglier than its monochrome brother. Both terminals are almost identical in terms of function, keyboard and external ports, with the colour version offering

Benchmarks BM₁ 0.7 BM₂ 2.2 **BM3** 4.9 **BM4** 5.0 BM5 5.9 **BM6** 10.9 **BM7** 15.7 17.6 **BM8** Average 7.8 All timings in seconds. For a full listing of the Benchmark programs, see Bencharmks roundup.

eight colours when in graphics mode.

The keyboards have 102 keys of various shapes, sizes and colours. All the keys are full-stroke and the keyboard is well-pitched, but if that isn't enough you can flip down two bars at the rear to increase the typing angle.

The main qwerty area occupies most of the space, with a numeric keypad to the right; both are coloured a similar light brown to the terminal casing. Surrounding these in a much darker brown is a host of control and function keys. At the very top of the keyboard is one long row of 11 function keys, seven text processing keys and a single key marked 'Setup'. Pressing this key will take you into a terminal set-up screen from which you can configure the terminal for connection to any computer system.

In terms of display quality there is little to criticise with these ICL terminals. Apparently there was a fault with the review machine's monochrome screen display, but it's still one of the best I've seen. Both terminals are capable of a graphic resolution of 640 x 400 pixels with the appropriate software loaded, and both terminals could be tilted and swivelled into a comfortable operating position. At the rear of the terminals are two sockets, one for connection to the host system and a second for the connection of a printer. This second socket can also accommodate ICL's mouse, and a number of applications have been customised to use this feature. Overall, I liked the operation of these ICL terminals; it's just a shame they look so awful.

Four printers are sold by ICL for use with the Quattro: a dot-matrix, a daisy-wheel, a colour thermal printer and a printer/plotter. All the printers are rebadged proprietary makes, and the one supplied with the review machine was a thinly-disguised Oki-mate 20 — a tiny home computer colour thermal printer and not really the kind of thing you'd expect with a multi-user business system.

System software

The ICL Quattro, after initial configuration, will boot automatically into its operating system which is Concurrent CP/M-86. Switch on the machine and the terminal connected to serial port 0 will be covered in spurious junk as the machine goes through numerous selftests. Eventually the screen clears and you are left with a copyright message from Digital Research and the infamous A> prompt.

Concurrent CP/M, now called Concurrent DOS, was introduced as Digital Research's answer to Microsoft's

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An interesting rear view: up to four workstations can be connected

domination of the 16-bit operating systems market. As the name suggests, with Concurrent you can perform a number of tasks simultaneously and switch between them as required with the background tasks still running.

The version of Concurrent on the ICL had not only to be multi-tasking but also multi-user, and it's interesting to see how this problem has been tackled on the Quattro. With a single-user system Concurrent provides four virtual consoles, and switching between them is done by pressing a suitable function key followed by either 0, 1, 2, or 3. Concurrent on the Quattro controls a total of 16 consoles simultaneously, and allocates four to each user, so one user has

tasks 0, 1, 2 and 3, the second user has tasks 4, 5, 6 and 7, and so on. This sounds all right until you realise that tasks higher than 9 are numbered in hexadecimal so that the third user has tasks 8, 9, A and B, and if you're unfortunate enough to be the fourth user on the system you'll be lumbered with tasks C, D, E and F.

Having accepted the slightly perverse numbering of the Concurrent tasks, the system performs well. It does seem a little old-fashioned, with each task occupying a full screen (I'm a great fan of windowing systems used in conjunction with multi-tasking). I don't expect that many users will be using all four terminals with each terminal running four

tasks, and it's just as well. The system slows considerably at approximately six tasks unless they are all using different resources. The main bottleneck seems to be accessing the hard disk, as two diskintensive tasks really slow the system. I suggest that the system be run with four users only if all the applications are fairly light in terms of computing power required. With intensive use such as program development, the machine would probably be better suited to two users at a time. Don't be fooled by the Benchmarks, as these were taken with nothing else running on the system.

Concurrent DOS version 3.1 is supposed to support a PC mode, giving some compatibility with IBM PC soft-



There is no motherboard — which has its advantages

BENCHTEST

ware, but sadly this was missing from the Quattro's version (also supposedly version 3.1). This is a great shame, as it would have made the machine somewhat more desirable. All that's left of the PC mode on the Quattro is a utility that allows the floppy disk drive to read IBM PC disks, giving data file compatibility—I suppose it's something.

A number of extra features is included as part of the system software, increasing its usability as a multi-user system. The first of these is a RAM disk facility. Any amount of RAM, from 18k to 764k, can be set aside to act as a RAM disk. I'm not a fan of RAM disks; it worries me to think of all that heavily-processed information sitting volatile in RAM. A RAM disk on multi-user systems, however, means that the system can be configured to spread the load more evenly over a number of resources.

The second and most useful facility is a print spooler. With four users, it's quite possible that they will need to use the printer simultaneously. The spooler system will take each request for printing and form a queue of files to be printed, leaving the users free to perform other tasks.

Taking me back to my university days, when I used an ICL mainframe, was the

'Help' facility. One enormous file on disk contains online help on practically every aspect of the system. Typing HELP followed by whatever you're having trouble with results in a few screens of help information — 90 per cent of the time. If you are unfortunate enough not to be able to specify the thing you are having trouble with, typing HELP alone will lead you into a menu of subjects, each leading to sub-menus and finally to the relevant text. All in all, a very useful facility.

An equally enormous file is the Learn file; typing LEARN from the A> prompt will take you into a giant online Quattro tutorial. Potential users should ideally run through this, but, be warned, it takes over 10 hours to complete but only half an hour to become bored with its tedious technical style.

Applications software

The use of Concurrent DOS means that a wide range of software is readily available, albeit not quite the wealth of software that is available for the 8-bit version of CP/M. The majority of the business packages that run on the IBM PC and its clones started life as CP/M

software, so you will have no difficulty obtaining such classics as WordStar, dBasell or Lotus 1-2-3, but you won't find some of the more modern packages such as Framework, Symphony or dBaselll. As you would expect, Concurrent DOS runs all applications written for its single-tasking brother, CP/M-86.

It's good to see ICL actively persuading software manufacturers to customise applications to run on the Quattro. On the review machine, Word-Star, GSX Graphics and DR Draw were thus customised to take advantage of the Quattro's facilities. No applications software is bundled with the machine, but a software catalogue is provided which lists hundreds of applications that can be run on the Quattro.

Documentation

Open the box containing your new, shiny ICL Quattro and you'll be greeted with an enormous sheet of card informing you in big, easy-to-read letters how to set up the machine, complete with a colour illustration showing you where to plug in the cables. It's a laudable attempt to persuade users to read the documentation before connecting the bits together, but

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Page 42 Australian Personal Computer

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REQUIREMENTS: IBM PC, XT, AT or compatible with 192K and MS-DOS 2.0 or PC DOS.



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BENCHTEST

even so it did seem rather comical.

There are also two manuals in a ringbound binder — an introductory manual and a reference manual. Between the two of them they manage to exclude all that's important about the system. The front of the reference manual recommends further reading. I'd recommend that you at least read the Concurrent 3.1 Operating System User Guide or you'll soon find yourself lost.

Two further books are included: a use- | ICL: not very impressive.

ful paperback which lists applications that run on the Quattro, with a short introduction to the operation of each: and ICL's Executive Guide to Personal Computing. The latter is quite pitiful. I realise that it's aimed at noncomputer types, but I get very worried when I read that ICL thinks that micros might be catching on and that it sees the Quattro as pitched somewhere between a Macintosh and an IBM PC. Oh dear, ICL: not very impressive.

Prices

The Quattro pricing shows no real desire to be competitive, but it isn't as ludicrous as the pricing of previous ICL PCs. The Model 19 (256k RAM, two floppy disk drives) sells for \$4999; the Model 39 with 512k RAM, one 10Mbytes hard disk and one floppy costs \$8999; and the top-of-the-range Model 49 with a 20Mbytes disk, one floppy and 512k RAM is \$9999.

Monitor prices are rather frightening to micro users: the 6402G monochrome with mouse costs \$2098, and the colour version of the same model is \$3499.

Technical specifications (Model 49)

Processor:

Intel 8086-2 running at 8MHz

RAM:

512k 40k

ROM:

40k

Mass storage:

One 5.25 20Mbyte hard disk; one 5.25 800k

floppy disk drive

Size:

50.8cms x 40.6cms x 15.2cms

Weight:

27kg

I/O:

Six RS232 serial ports, one custom

aevr

asynchronous port, one RS422 port, one RGB port

DOS: Concurrent CP/M version 3.1

Bundled software: 1

Peripherals: Options: Numerous ICL monitors, printers and so on

RAM expansion up to 1Mbyte, second 20Mbytes

hard disk

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Conclusion

The market for multi-user micros is still very much an open market, with no definite trends at the moment. With an innovative product ICL might have been able to capture some of this market. Sadly the Quattro is not such a product, being little more than yet another development of the Rair Black Box using some of the rarer Rair boards.

Despite ICL's efforts to persuade me that the Quattro will sell to small businesses which would alternatively be considering a number of stand-alone micros, I can't really see it. The Quattro will take its place with previous ICL PCs, selling to corporate buyers who already use ICL mainframes. It's particularly disappointing given that the Quattro is being pushed as the machine with lots of ICL in-house innovation.

END

In perspective

As a prospective purchaser, you may prefer networking stand-alone micros as opposed to a multi-user system. Alternatively, you might like to consider the current offering from IBM, and hence numerous clone manufacturers, the PC/AT. Its key advantage is the current level of support from software houses, now far exceeding CP/M. My current favourite in this field is the North Star Dimension, as it is the machine most able to cope with multiple users and still offer a high level of IBM PC compatibility.

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XTree

Everyone who has worked with a hard disk under MS-DOS knows the management problems which thousands of files scattered over dozens of directories can present. XTree is a utility designed to address these problems. Ian Davies takes a look.

I always felt that the Lotus 1-2-3 file management facilities were the best thing since paper tape, as no longer did a clean up of old files involve a scrolling directory listing, and copying file names into a series of DEL commands. The Lotus FILEMGR program allowed me to just point and press — but only within the one subdirectory.

XTree, from Executive Systems, extends this concept to encompass all aspects of file management, including subdirectory structures. It provides many useful features, some of which are so indispensable that in the past I have resorted to writing assembler programs to perform similar functions. XTree, however, wraps all this functionality under the one set of menus.

As you can see from the screen dump, XTree divides the screen into three main windows. The first window shows the hierarchical directory structure of the disk, and a cursor may be moved using the arrow keys from one directory to another. For the directory at which the cursor is currently positioned, the second window shows the files, while the third window shows a set of statistics. Immediately, XTree is doing something useful and which no part of DOS



Fig 1 The XTree windows and command menu

can handle. By moving the cursor from directory to directory, and observing the space statistics for the current directory, one can immediately see where all your precious hard disk space is going.

Pressing the ENTER key moves the cursor from the directory window to the file window and back again. Within each window, selecting particular files or directories is as easy as moving the cursor. In each window, a series of commands can be activated by pressing single characters. These commands provide the normal DOS file and subdirectory management facilities, as well as environmental controls, such as directory sorting, file search conditions and display format. While the command and "menu" structure is nowhere as easy to use as the Lotus approach, it nevertheless becomes quite effective and efficient after a few minutes usage.

Some of the more unusual, but highly useful features include the ability to rename directories, alter the volume name, move files from one directory to another without copying and alter file attributes. Additionally, the disk can be searched "across directories", so if you know you have a file called XYZ*.ASM,



Fig 2 The extended file display complete with file attributes, as well as the alternate command menu.

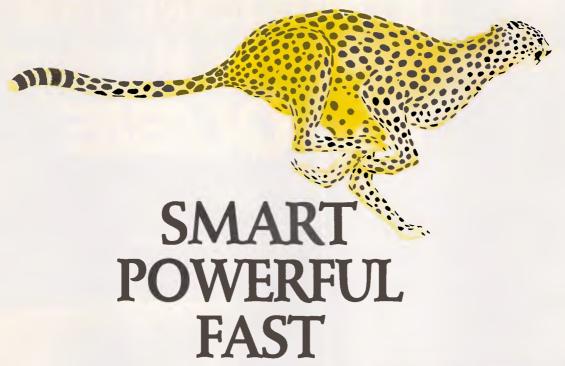
but cannot remember where you put it, XTree can find it for you in seconds. For convenience, groups of files can be "tagged" for processing by group oriented commands — very useful for mass deletions or copying. Files can even be browsed in either ASCII or ASCII and hex.

XTree performs as fast as lightning, due to the entire directory structure of the disk being read into memory upon initialisation. This means that the product can be a little slow to start (around 10 seconds for 1000 files on an XT), but once started, it runs very quickly. DOS commands can be issued within XTree, although upon returning from this 'secondary command processor', XTree re-performs its initialisation to pick up any directory changes.

XTree runs on the IBM PC, XT, AT and compatibles under MS-DOS or PC-DOS, and requires a minimum of 192k of memory. It looks to me as though it would also run happily on some of the less compatibles, as an initialisation program selects between "fast screen mode", where XTree writes direct to video memory, and a slower mode where it uses standard DOS calls. Even the slower screen mode gets along at quite a speed, however, As XTree is not copy protected, there will be no outlandish schemes to prevent you from installing it in the way you desire. The initialisation routine also provides control over the colours and other video attributes in each window.

It's a pity that ESI doesn't also provide a memory resident option, but such an option would mean that XTree could not keep a copy of the directory in memory, and hence would severely impede performance.

At \$99 XTree is a valuable utility for anyone with a hard disk or a fondness for subdirectories. It is handled in Australia by Perfect Information.



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Models HR 39 & HR 134

Technical Data - HR 39 & HR 134

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PREVIEW



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Curtain up...

As the doors open on PC86 — The Sixth Australian Personal Computer Show, Richard Rydge previews what you can expect to see on the four action-packed levels of the exhibition.

Imagine hitchhiking to the end of the universe and finding the biggest computer shop imaginable. Imagine hundreds of different computers, peripherals, software packages, and publications to help you do everything you ever wanted a computer to do, and more besides. Imagine dozens and dozens of highly specialised experts with years of experience waiting to serve you, ready to answer your every question. In English. Not in the weird techno-speak of some teenage store assistant.

Through some bizarre time warp, some curious opening in time and space, that colossal computing centre will plonk down in Sydney, next month, for just four days: which is just great if you're interested in knowing anything at all about the latest in the computer industry. It means you don't have to trek the universe seeking out prices, comparing products, trying to fathom complexities that could addle a human mind. You need only stroll along to the Sixth Australian Personal Computer Show — Australia's largest and most comprehensive microcomputer exhibition - and all will be revealed, in full splendor, from March 12 to 15 at Sydney's Centrepoint.

If you can measure an exhibition by the company it keeps then PC86 is in good company.

IBM will be there.

So will Apple, AWA, Commodore, Datronics, Epson, Hewlett-Packard, Imagineering, Memorex, Microsoft, Olivetti, Sperry, Telecom and Texas Instruments, to pluck just a few from over seventy

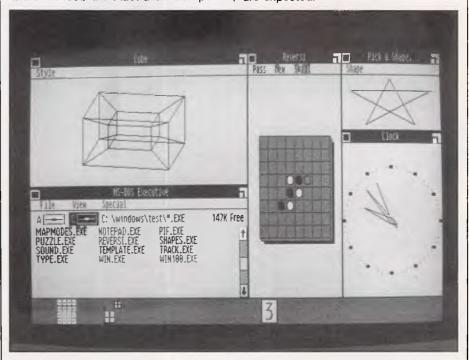
companies in all sectors of the computer industry who will attend.

They are companies that are leaders in their fields, who recognise that PC86 is so important they must be there.

And they're not alone: industry luminaries like the head of Apple Computer, John Sculley, will visit the show; Bill Gates, the software whiz-kid who founded and runs Microsoft, will be there. In fact, the Australian Computer

Society and many of its members will visit there.

The ACS has organised its PC86 Conference to run in parallel to the exhibition. Computer professionals from all around Australia will attend the industry's most important, most comprehensive personal computer conference of the year, keeping time spare especially to visit the Show. In all, more than 25,000 visitors are expected.



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One is that it makes learning about computers so easy. It's easy to gain hands-on experience. Whether you're interested in a computer, a software program, a peripheral, or one of the many exciting products that imaginative minds are creating for computers, you have the great advantage of actually being able to see it, to touch it, to use it.

It's easy to find what you need. There is a special Applications Directory available to point the way to solving your business problems. It will guide you through the labyrinth of exhibitors right to the one that has the solution you're seeking.

It's easy because every visitor is given a copy of the Show catalog, free. In fact, readers of this publication can study it before attending the exhibition, as it will accompany, free of charge, next month's NSW copies of APC. Not only does it contain the helpful Applications Directory, but also a complete list of exhibitors, their products and full address details so that you can follow up enquiries later.

advice, from experts. And it's gratis, too.

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Commodore will launch its revolutionary Amiga (Benchtested APC, August '85) computer at the Show. Even before its release, the industry has become greatly excited by this machine, with its huge processing power, sensational graphics, and synthesised sound. It's being tipped to sell for between \$2,500 and \$3,000, and it's sure to have enthusiasts hovering around it like moths about a flame.

Hewlett-Packard's latest wunderkind, the Vectra PC (Benchtested APC, December '85), will be there. It's created quite a few murmurs. The machine runs MS-DOS, has eight expansion slots, and features a massive keyboard that can be used with a touch screen and mouse.

The new IBM JX (Benchtested APC, It's easy because there's advice, real | October '85), which is especially aimed



Bill Gates, Chairman of Microsoft (and a very rich young man), returns to Australia to speak at the PC86 Conference. He'll probably be very pleased 'Windows' made it here before him.

at educational and small business users, will be on show with a team from IBM to explain its capabilities. With already over 100 applications programs available, a host of hardware options, and the magic letters IBM stamped on it, it's understandable why this machine should prove popular with visitors.

Telecom will be there showing the way of the next century's communications. Viatel, Telememo, and electronic mail boxes are just three of the ways already available to speed and extend communications using a PC.

The list of exhibitors and their products is so huge it would take ages to read about it. And it would take eons to see them all if it weren't for PC86.

It's a rare chance to get an up-to-theminute overview of one of the world's most competitive, fastest changing industries.

Whatever you do, don't miss it. Even if you have to hitchhike.



IBM's JX in its intended typical environment: the school. No doubt a significant number will also find their way into small businesses with the availability of Lotus 1-2-3 for the machine. See it at the Show.

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MacLion

Claimed to be a truly relational database, MacLion boasts some powerful features. But is it easy to use? Kathy Lang has her reservations.

An increasing number of packages aimed at the business market are now appearing on Apple's Macintosh (from now on, 'Mac'). In the data management sector, the major contenders include Helix, Microsoft's File, Omnis 3, Lotus's Jazz (whose data management features I hope to look at shortly) and this month's package, MacLion.

MacLion is typical of a relatively new but promising approach to developing packages which can grow with the user. Usually you have to choose between buying a program which is very easy to use but not very powerful, and one which offers stacks of functionality but is cor-

respondingly complex.

This newer breed of packages allows you to begin by using the package in a simple way, with menus and lots of prompting. Once you have exhausted the possibilities of the limited level of functionality afforded in this way, you can progress to using more powerful facilities which, while they are also more difficult to use, develop from the simple features with which you are already familiar. The success of this approach depends very much on the extent to which it is possible to make the early stages simple, and yet provide a steady upward path to using the more powerful features. In my view, MacLion only partly succeeds in this attempt, although in the process it provides a range of features as powerful as any on the market.

The basic record format used by MacLion allows up to 25 fields, any one of which may be up to 255 characters, with each field being stored in the space it actually needs rather than the maximum possible. The total defined length

of a record is limited to 255 characters, so you could use the package for applications with some variable text information — provided the fields were not too long. Sets of records (called 'relations' in MacLion) can be connected together through key fields, with no overall limit on these connections — which to a great extent mitigates the limitation to 25 fields per record in any one relation, though not the limit of 255 characters per record.

'I certainly did not find MacLion easy to use. Even at the straightforward level, it can be tedious to carry out basic tasks. Beyond that level, MacLion is quite complex.'

To regular readers, the introduction of the term relation will immediately set bells ringing - and rightly so. For MacLion is billed as a truly relational database, and certainly it has the basic attributes to justify that claim. Sets of records - relations - can be thought of as tables, with connections between tables allowed via the key in any way, not simply through, say, a hierarchy or records. This permits the linking of two sets of records in which every record in the first set has a matching record in the second (one-to-one relationship), and also linking, in which every record in the first set has one or more matching records in the second set (one-to-many relationship), in any pattern, provided the link field is a key to the second or target set of records. For example, a client file could be related to an order file, which could in turn be related to a stock file for automatic updating when orders are processed. Keys in MacLion must be unique, though a key may be constructed from several fields to achieve this.

Thus far, for those who like to know these things, MacLion would seem to enforce Codd's Second Normal Form; for those to whom that sounds like gibberish, it just means that MacLion makes it difficult for you to have inconsistent data, such as recording two stock parts with the same code, or entering an order for a non-existent customer.

MacLion provides three levels of processing information, each of which is accessible to the user. Firstly, MacLion can be used entirely through menus, of the usual Mac pull-down type, with options activated through the mouse. At this limited level, you could not sensibly exploit information contained in several linked relations, but only extract results from relations which could stand alone. In this mode, MacLion takes instructions from the use of menus and generates a source program in the Leo language which forms part of the package. This language has all the power of a conventional programming language such as Basic, though some of its features, especially the extensive use of the stack, are closer to languages like Forth.

Secondly, programs generated in this way can be adapted by the user before compilation, to give a limited means of tailoring applications.

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SCREENTEST

The third possibility is to program your application completely from scratch in Leo, using the ability to execute interpretatively while testing and then to generate a compiled version for final use; for system developers who want to sell their products, there is a run-time only version of MacLion containing all that is necessary to execute compiled Leo programs.

MacLion is produced by a Californian company called Computer Software Design Inc, and distributed in Australia by Imagineering. It is copy-protected: normally you work with a copy of the system disk, but MacLion asks for the original to be loaded once in each session. No duplicate system disk is provided.

Constraints

The main limitations and features of MacLion are shown in Fig 1. The major constraint must be the limit to 255 characters per record. Data types provided are character, real and integer numbers, and date: when using Leo, you can have arrays of variables of any type. No special time variable type is provided, but calculation facilities are good, so it would not be difficult to process times vourself.

File creation and indexing

For each database, MacLion keeps a set

Maximum file size Max record size (ch) Max no fields Max field size Max digits Max prime key length Special disk format? File size fixed? Link to ASCII files? Data types

Fixed rec structure? Fixed record length stored? Amend rec structure? Link data files? No data files open No sort fields No keys Max key length (chars, fields) Subsidiary indexes kept up-to-date? Data validation

Unique keys Report formatting Store calculated data

Screen formatting

Totals & statistics Store selecn criteria Combining criteria

>1 criterion/field? Wild code selection?

Browsing methods Interaction methods Reference Manual+ Tutorial Guide+ Reference Card+ On Line Help+ Hot-line?

Disk capacity 255 255 15 27 No No No

Numeric (incl. deicmal point), Character, Date, Integer

Yes No Yes Yes 2/unlimited unlimited

27.13

Yes, automatically

Good

Default format supplied Paint-ascreen

One is mandatory As per 'Screen formatting' On input, or updating in batch; While editing interactively; Batch process to change specified

fields/records

Yes

Permitted but not mandatory AND (must pass all tests), OR

(may pass any one test)

Yes

Yes — field must start with specified character(s)

Any field for viewing or editing Menus, Full tailoring

N

Fig 1 Features and constraints

of field definitions which are then allocated to one or more relations. The first step, therefore, in setting up an application is to define the fields you need by entering the name, an abbreviation which is used when setting up screens, the field type and length. The next step is to set up the relations between these fields. Each relation must have a unique key, which may consist of several fields, with a maximum of 27 characters all told. When relations have been set up, you can add records or view them through the Query facility, or by designing screen displays to show one or more records per screen. Field and relation definitions may be modified after creation, and MacLion will adjust the data to match - but it is your responsibility to ensure that you do not lose data in the process.

In addition to the key, which is used for direct retrieval when updating, and for linking relations, you can set up indexes to permit display in alternative orders. Indexes appear only to alter the order of retrieval, not (except when browsing in the indexed order) to speed it up.

Data input and updating

Using the basic MacLion facilities, you can retrieve records by key, either in Query mode or using your own screen designs, and modify them as necessary. If you enter a non-existent key when in Edit mode, MacLion assumes you want to create a new record; if the record already exists, you get the option to edit it. Browsing and viewing of records are well integrated, using either Query or customised screens; the distinctions are more between mode of display and complexity of processing in Query and Screen modes. In either mode, validation criteria are applied on the basis of field information set up in the define phase you can have mandatory fields, check that a field lies between ranges of values, and so on.

MacLion's Query mode allows you only to add to or update one relation at a time; in Screen mode, you can update two relations using the same screen, one of which is the primary relation (such as a customer's details, the order number, and so on), and the other the secondary relation (such as the details of an order). Fig 4 shows an example of an order entry screen, with the primary relation details on the top, and a set of records from the secondary relation in the lower half. The panels along the top are instructions, which can be activated by clicking on them with the mouse. In either mode, you can recall records for editing either through the key, or by choosing records

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| BM1 | Time to add one new record | Inst | |
|---|--|---------------|--|
| BM2 | Time to select record by primary key | Inst | |
| BM3 | Time to select record by secondary key | NT | |
| BM4 | Time to access 20 records from 1000 sequentially on three-character field (same field as in BM2 key) | 4mins+ | |
| BM5 | Time to access record using wild code | 3mins 35secs | |
| BM6 | Time to index 1000 records on three-character field | 30mins 15secs | |
| BM7 | Time to sort 1000 records on five-character field | NA | |
| BM8 | Time to calculate on one field per record and store result in record | 25mins 50secs | |
| BM9 | Time to total three fields over 1000 records | 5mins 50secs | |
| BM10 | Time to add one new field to each of 1000 records | 48mins 35secs | |
| Time to import a file of 1000 records: 2hrs 35secs | | | |
| Notes: NT = Not tested NP = Not Possible+ = including scrolling. | | | |
| Where two times are given, first is access to first record, second is | | | |
| access to each subsequent record. | | | |

Fig 2 Benchmark times recorded on :Mac/F

using selection criteria which can test on any field.

Screen display

When viewing in Query mode, MacLion displays records across the screen on one or more lines, depending on how many fields have been requested, in a columnar fashion with the field name at the top of each column (see Fig 5). When adding or editing in Query, fields are displayed one on each line, prefaced with the field name (as shown in Fig 6). This format would be inadequate for all but the simplest changes, and for this you would use the screen formatting facilities to set up your own screens. Fig 7 shows a partially constructed screen design, with the pull-down menu used to position fields and captions.

Once a screen has been defined, it must be generated into a Leo source program before being compiled; it is then ready for execution.

Printed reports

The output of a Query list may be sent to the printer, or you can design your own custom-built reports in a similar manner to the design of custom screens. Calculated fields and totals can be included, as well as up to three levels of sub-total, within the basic report generator, together with the ability to include page-breaks, headers, and so on. No specific provision is made for generating personalised letters. Once a report has been designed, it must be generated — that is, MacLion must write the Leo program necessary to carry out the report. The resulting program can be edited before compilation just like a userwritten program, so you can get your reports as close as possible to the desired result, and then tweak it using Leo.

Selection and sorting

Within the Query facility, you can select records either by testing a literal value against a key field, or by building up extensive tests using any field and both literals and field values — in that case, the records are searched sequentially. Up to four fields can be requested by name, or you can have all those from a single relation; totals can be requested. Records can be selected, using a WHERE clause, on the basis of criteria which can include the usual range of comparison operators (equals, not equals, less than, and so on), and tests can be combined with AND or OR. You may not use brackets to control the order of evaluation of tests, so some selections would be impossible to make. No 'wild card' options are provided.

There are two ways to set up a query: you can get MacLion to construct the query for you, clause by clause, and end with a result such as that shown in Fig 8. In this case, all the fields must come from a single relation. (The result of executing

this query on MacLion's demonstration database is shown in Fig 5.) The WHERE clause is always entered directly from the keyboard, but otherwise MacLion does the hard work for you.

The alternative is to set up your own queries directly, when you can use fields from more than one relation, provided you have established the necessary key field links. MacLion provides a simple editor to help in constructing queries. Whichever method you use, queries can be saved for subsequent execution. These query requests are interpreted, so may be slower than producing a report using selection criteria since reports are compiled.

Any relation may be indexed on any field or fields, and indexes are kept up-to-date. These indexes are used to dictate the order in which records are displayed or printed, thus providing the facility more usually provided by sorting. Indexing is usually quicker than sorting.

Calculation

Any numeric field can be calculated on input, and included in calculations in reports; totals and sub-totals can also be produced, all via the basic menu-driven MacLion facilities. For the more adventurous, Leo provides full programming of calculations.

Multiple files

Relations can be linked to one another, via the key field in the target relation. Two relations can be updated during a single screen process; in reports, you can connect more than two relations. These facilities are enhanced by Leo features, which give you as much control as a conventional programming language, with (for most people) less expenditure of effort

| <i>Package</i> File | Cost \$365 | Summary Data management system designed to make good use of special Mac features, so very visual approach. Provides good basic data management features for single-file, fixed for- |
|------------------------|----------------------|--|
| MacLion | \$565 | mat records, stored as variable length. Links to Word, Chart and MultiPlan. Powerful relational system for Mac, using icons, menus and mouse and allowing system developers to use them through complex Leo programming language. Simple to use at basic |
| Omnis 3 | \$730 | level. Most suited to compact records holding mostly numeric data or dates. Powerful multi-file package for a range of computers, including a special Mac version tailored to allow system developers to take advantage of Mac features. Remarkably easy to use for such a powerful system. |

Fig 3 Comparison of similar data management packages

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with CP/M-86 and MP/M2, by David
cortesi.
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reference manual for CP/M, an
operating system for small computer.
The book has two sections. The
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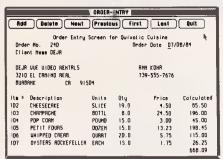


Fig 4 Two-relation entry screen

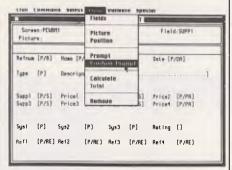


Fig 7 Constructing a data entry screen

Tailoring

Mention has already been made of Leo, the MacLion programming language. Leo programs may either be generated directly from screens or reports defined with the help of the interactive design facilities, or may be written from scratch by users. In either case, programs may be amended as appropriate. Leo gives the control one would expect over the system, including direct cursor addressing, and the ability to edit and handle Mac 'buttons' and 'rectangles' - indeed, all you would need to build a specialpurpose application. However, Leo is not for the dilettante programmer: you have to be prepared to put in some hard work to get used to it and achieve anything more than trivial results.

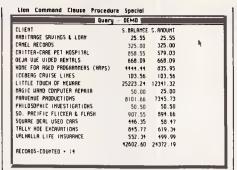


Fig 5 Columnar query output



Fig 8 Query request to produce list shown in Fig 5

Housekeeping

You can change drives and disks within MacLion. There is also a special back-up utility to copy your database in a compressed format, and to restore it when needed.

Links with outside

The publicity for MacLion states that it has flexible facilities for linking with the main spreadsheet program, but despite assiduous searching I could find no reference to these features either in the manual or in the pull-down menus. For this reason, I was unable to carry out my usual Benchtest: I hope to do so soon.

Fig 6 Data entry in query mode



Fig 9 Field selection in query mode

User image

At the simplest level, MacLion is an easy package to use because it takes full advantage of the Mac's features, exploiting the pull-down menus, buttons and mouse to the full. At this level, however, a good deal of unnecessary tedium is involved. For example, when designing an input or display screen, the positioning of each field involves eight operations:

- (1) click on the 'Fields' option
- (2) click on the name of the field to be located
- (3) click the 'Prompt' option
- (4) enter the characters for the caption
- (5) click the 'Position-Prompt' option
- (6) move the mouse to the desired position for the caption and click
- (7) click the 'Position' option
- (8) move the mouse to the desired entry position for the field and click

Once beyond this simplest level, other problems begin to emerge. The most glaring, perhaps, is in the Query module, in which the syntax is primitive in the extreme. In the example in Fig 8, the spaces are significant — each operator must be preceded and followed by a space, as must the parentheses which surround the field name list. The use of brackets for this purpose prevents their being used in the WHERE clause, a serious limitation.

Another real irritation is that the order of including the clauses is significant: if you enter the query directly, and put the WHERE clause after the field list, it is

Summary

Suppliers: Imagineering Cost: \$565 Systems: Mac

Version Reviewed: 3.0
Type: N,M
Features: Relat

Relational database for Mac. Can be used at simple level from menus with mouse, or by adapting or writing programs. Limited record size and small screen means best

for compact records. Powerful query language, good

indexing, well integrated with Mac.

Drawbacks: Very limited record size, few character string functions.

Ease of use: Good, if tedious at simple level. Constructing own queries

or writing Leo programs is difficult and badly

documented.



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simply ignored. The result is a specification which is more limited than the selection mechanism provided by some entirely menu-driven packages, yet it looks distinctly program-like, and might well inhibit less experienced users.

At the most advanced level, Leo provides a powerful programming language, but I certainly did not find it at all easy to get to grips with — although its power in handling Mac features is undoubted.

Documentation

MacLion comes with two manuals, one for tutorial and the other for reference, two reference summary cards — one for the basic system and the other for Leo — and a sample database on disk which is used in the tutorial manual.

Here my prejudices will begin to show. MacLion has the most folksy and irksomely patronising manual I have ever had the misfortune to meet, and the folksiness extends to the system itself. Being told to 'go and pad around in the jungle for a few minutes' may be amusing in a demo, but it drives me bananas when I'm trying to get real work done in a hurry! I could just about cope with that if



SCREENTEST

the manual were otherwise good, but, apart from having one section (spanning the middle of two chapters) bound upside-down and back-to-front, the manual just does not tell what you need to know. For example, the point about the order of query clauses being significant I discovered the hard way — I certainly could find no reference to it in the manual. And many of the examples actually omit spaces which are mandatory in the Query syntax.

A more serious complaint is the lack of any real attempt to put over the basic concepts of the package. The tutorial manual is all 'do this, then this' without any overall picture, while the reference manual dives straight into the depths of detail, again without any model of the system, and also without many details which are embedded in the tutorial manual. The best part was the two

reference summary cards, though even they did not include precise definitions. Finally, onscreen help was OK at the general level, but was very little use in sorting out detailed points in a context-sensitive way.

Conclusion

I had great hopes for MacLion, since it promised to provide powerful features and yet be easy to use.

Powerful features it certainly has, although the limitation to 255 characters per relation is a serious drawback. But powerful features are not much use if they are difficult to exploit, and I certainly did not find MacLion easy to use. Even at the straightforward level, it can be tedious to carry out basic tasks. Beyond that level, MacLion is quite complex. So if you want data management on the Mac, it will pay you to look hard at MacLion — but also at its competitors.

(Subsequent to this test being completed, Version 3.1 of MacLion was released by Imagineering — Ed)

END



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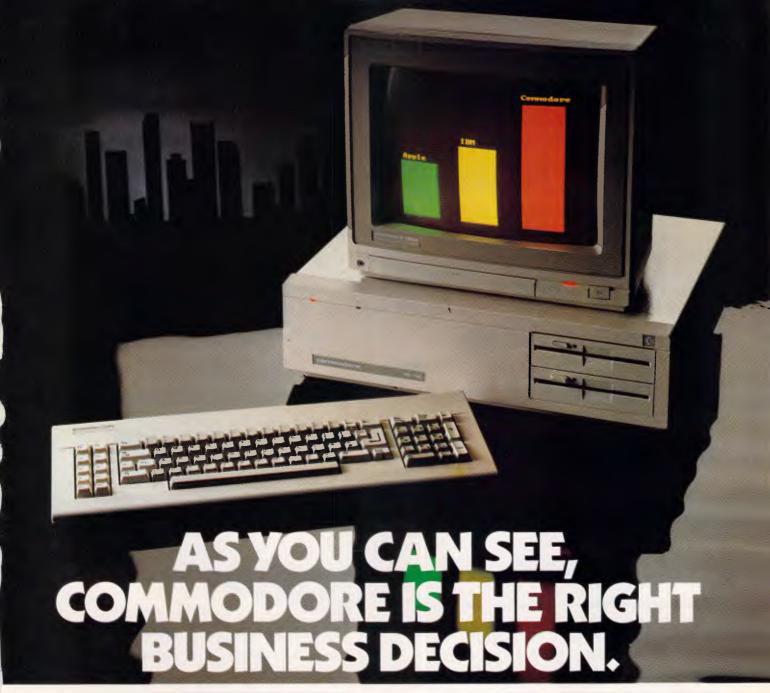
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YANKEE DOODLES



David Ahl reflects on the lack-lustre Comdex show and commiserates with Tandy, suffering badly under its old Radio Shack title.

Old hat

Reflecting the general dullness encompassing the entire personal computer industry was the almost total lack of anything innovative at the fall Comdex.

Microsoft announced that it is finally shipping Windows, a product first announced two years ago in the fall of 1983. Windows provides a multitasking and graphics operating environment for the IBM PC and clones. It requires 256k of RAM, a graphics adaptor card and two disk drives. Used with MS-DOS 3.0, or higher, or for multi-tasking applications requires a whopping 512k of RAM. Windows comes with basic word processing and 'paint' programs, together with several desk-top utilities. Sold alone it is priced at \$US99. Will it be a success? The price is low enough but how many people will be willing to sacrifice 256k-512k of RAM for a fancy operating system? Perhaps it will help multi-tasking become more commonplace; at this point that's the only reason I can see anyone turning to Windows.

The other major introduction was dBaselll Plus from Ashton-Tate. Aimed at both single and multi-user environments, the enhanced product allows multiple users to access the same data files without data corruption. Other improvements include the use of pull-down menus, additional programming commands and faster execution speed.

From a trickle a year ago to a flood now, everyone is jumping onto the CD-ROM bandwagon. Although 12in optical laser disks have been around since 1975, the smaller 5in compact disk size has finally attracted manufacturers' interest. I counted five new CD-ROM devices at Comdex from Tecmar, Sony, Reference Technology (Hitachi-made), Panasonic and Philips.

But perhaps most interesting of all was the joint agreement announced between Optimem and 3M. Optimem will produce a drive which uses 3M's new write-once and eraseable optical disks. It will also be able to read standard read-only disks. Optotech also has a write-once drive which it expects to ship in the first quarter of 1986.

Although the press room seemed to be full of new product announcements, they were mostly of the ho-hum variety: new printers, monitors, hard disk drives, adaptor cards, and — just what everyone had been waiting for — five more word processing packages!

Name that

Faced with a declining market share and profits as a result of a big 'ho-hum' toward its Model 4, Tandy introduced its Model 2000, a faster, better, and not-quite-compatible IBM PC clone. It should have asked its Texan neighbours, TI, about faster, better and not-quite-compatible machines. Like the TI Pro, the 2000 didn't quite fly.

So, Tandy turned to its big stick — aggressive pricing. The Model 1000, a no-frills PC clone entered the market priced at around \$US1500, a good price a year ago. By the fall of 1985 it ws going for under \$US1000, which included a colour monitor and an integrated software package.

Now Tandy has released its Model 3000, an IBM PC/AT-compatible, for just \$US2599 with two floppy drives, and \$US3599 with one 1.2Mbytes floppy drive and one 20Mbytes hard disk drive. That puts it a full 40 per cent under the IBM unit and 15-20 per cent under most other AT clones.

Tandy hopes its name change (it has dropped Radio Shack and the TRS-80 designation from its computer line), a reorganised sales force to concentrate on direct sales, and the offer of multi-user capabilities on the Model 3000 (Microsoft Xenix System 5.0), will help the company make inroads into the Fortune 1000 corporate business market. I'd say it can't hurt, but in my opinion the Radio Shack image is going to hold

the company down for a good deal longer than it might expect.

Domestic strife

Steve Wozniak, inventor of the Apple II, can't seem to ferret out the bugs in the first products of his new company, CL9 (Cloud 9). The company's central product, called IRS (Infra-red Servant), is designed to control every remote-controlled component (TV, video cassette recorder, stereo, and so on) within a household's entertainment centre, regardless of manufacturer. The product was supposed to have been released in time for Christmas at a price below \$US200, but it has been delayed until at least late spring.

Faced with delays in IRS, Wozniak fell back to Plan B, namely introducing Tyron, a \$US20 unit that attaches to existing remote-control devices to increase the sensitivity of their infra-red 'eyes'. But now even Tyron has been delayed until the spring.

The CL9's delays may be its undoing. General Electric has started to deliver its Control Centre, a \$US150 device to operate other components, and other such devices priced at under \$US100 are already on the way.

Long-term integration

Although more than 10 integrated software packages were announced in 1984-5, only two of these made it to market in significant quantities: Symphony from Lotus; and Framework from Ashton-Tate. Although the reviewers virtually unanimously liked Framework better than Symphony, the market clearly went to Lotus. Compared with the potential growth of the integrated market sector, however, 1985 was just a small pimple.

Analysts do not agree that the growth of the market will be smooth and easy. More experienced users, for example, generally prefer to purchase two or three superior separate packages and perhaps a desk-

top utility rather than integrated packages that may excel in one function but fall short in others.

Thus the appeal of integrated packages is primarily to less sophisticated, occasional users, particularly those with little software experience. However, analysts see most new customers falling into this category, hence there should be a tremendous growth in integrated software in the next few years: indeed, Frost & Sullivan projects that a whopping \$US23 billion will be spent on integrated packages during the next three years.

Random bits

Ken Olsen, president of Digital Equipment Corp, announced that the firm will release a VAX version of MS-DOS: the new machine will not be sold through retail channels . . . Recognising Borland's success with add-on packs for the PC, IBM will market SideKick and Turbo Pascal. Under the agreement, IBM can add other products at its discretion . . . Contrary to industry direction, IBM recently raised the prices by eight per cent to 10 per cent on 139 software packages for the PC... In the quarter ended 30 September 1985, computer retail stores increased their purchases of IBM products by 177 per cent, mainly at the expense of Apple whose sales fell by 42 per cent . . . AT&T is rumoured to be looking at a total automobile information/ guidance system using a small computer with a CD to store map images. But by the time its foot-dragging bureaucracy does anything about it, the Japanese will probably own the market ... Meanwhile AT&T's Data

Communications Products unit (the old Teletype Corp) has added a line of modems, multiplexers and network management devices to its product line of data terminals ... Did you miss it? In a low key introduction Microsoft released a new super-duper Basic for \$US99.95 — an effort to head off Borland Turbo Basic perhaps? ... Xerox has spun off a new company, Astra Corp, to extend Ethernet.

'I think therefore I am?'

The arguments in support of whether or not computers are 'alive' are gaining momentum.

Noel Williams adds fuel to the fire.

Geoff Simons argued in the November issue ('New Life', page 68) that computers are, or soon will be, alive. He bases his certainty on a systems description of life which, broadly speaking, says that any system which contains a critical set of subsystems can be thought of as alive, irrespective of the actual constituents of the system. So, the argument goes, if we take the systems view, a life need not be carbon-based. Consequently, if computers can be shown to have those critical subsystems, they may be seen as rudimentary silicon-based life forms. Mr Simons devotes most of his time to establishing that such subsystems exist in silicon systems of one kind or another.

It is an interesting point of view but, if wrong, it might also be a highly dangerous one. Suppose there is something essential to carbon-based systems which means that only they can really be alive. This something might be 'sentience', or 'mind', or 'soul', or 'spirit', or some other form of subjectivity, but it might equally be something chemical or electrochemical. If this were so and we attributed life to silicon systems, we might be led into all kinds of ethical and practical problems which at best would waste a great deal of intellectual effort and at worst could cause human beings (and other carbon-based life) discomfort, devaluation and death. If people commit suicide because they cannot face the Ioneliness of Darwinian man, how much worse will they feel if they believe they

are a second-rate life form, doomed to be the toys of microchip masters?

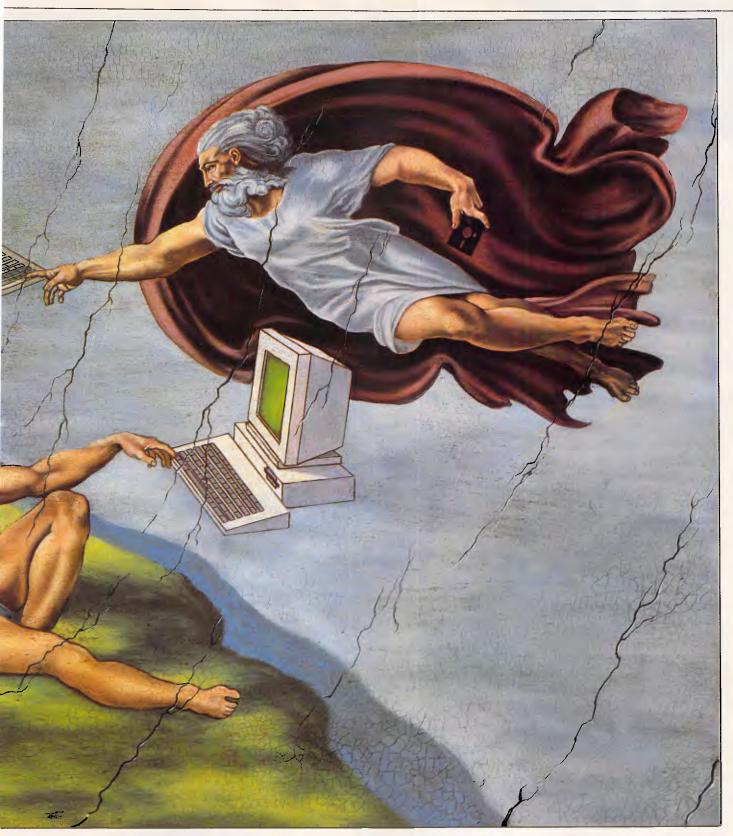
Critical difference

The difference between regarding computers as simulating life and regarding computers as being alive may be a small one, but it also might be a critical one. Mr Simons clouds this distinction somewhat, but he is not really to be blamed as the (in)famous Turing test and the notion of functional equivalence (whereby if two systems do the same things, they are regarded as equivalent systems) have done much in Artificial Intelligence and computing science to promote such haziness. But it should be clear that a system of one kind, call it A, using functions of a kind A to achieve goals of a kind A, is very different from another system whose function is kind B, the simulation of the goals and functions of system A.

We might ask, first of all, if we had a computer (let's call it HAL) which simulates all the functions of a living organism, such as an amoeba, whether or not it is alive. According to the systems definition, it must possess all the subsystems required for life because it must simulate all the amoeba's subsystems. Does this make it alive?

If you say 'Yes, it must be alive', then what would be the situation for a computer which simulated HAL simulating the amoeba? Or a computer simulating a computer simulating HAL simulating an

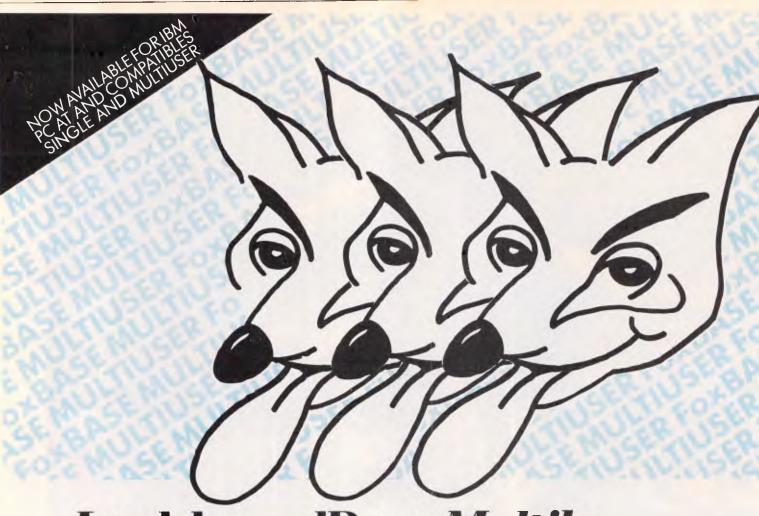




Think about it another way. Geoff Simons argues that computers have all the subsystems necessary for life. They ingest energy, process it and excrete waste matter. They process information. They move and they reproduce. In all these cases we might retort that these are metaphors. For example, is the heat from a microprocessor 'excreted'? Is a

system processing information if it does not know what that information is (that is, is the operation of a network of transistors actually information processing)? Do computers reproduce? Certainly there are more computers than there used to be, but where is the computer that has created, in its entirety, another computer?

Even if they are not metaphors, are they accounts of real or plausible computers? Take the argument that computers reproduce in symbiotic relationship with people, which seems to have some force. As flowers use bees to reproduce, so computers use humans. But if this is so, aren't Ford Cortinas, Volkswagens and Rolls-Royces alive?



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BRAINDUMP

Because, in symbiotic relationship with man, they process information, they process energy, they move in response to their environment and they have reproduced, multiplied and evolved.

Put it another way. If an entity is alive if it has a given set of subsystems, then you might suppose that wherever you find those subsystems organised together, you find a living entity. If this is not true, then Mr Simons' whole argument falls down. If computers are to be regarded as alive by Mr Simons' argument, then possessing of the life subsystems has to entail possession of life, in which case the living entity in a symbiotic relationship must consist of both partners in the symbiosis. If one partner cannot exist without the other and life is defined as possessing the subsystem provided by the symbiotic partner, then the 'living entity' must be a 'beeflower' or a 'carperson'.

Why is this intuitively silly? Because one of the partners in such a relationship is dominant and controlling while the other is controlled. Otherwise, we might be led to believe that a 'symbiosis' of air and fire is a living entity, as it takes only a small imaginative step to identify all the necessary subsystems in such a 'symbiosis'.

But there is no intention, no motivation and no control in flame or in air. Similarly, a car does not exert any control over its driver, and those features of computers which lead users to believe they are controlled by malign demons are designed and created by human computer scientists and human programmers. The entirety of a computer's performance is determined by human beings. The programmer might not be able to anticipate the results of his program and might not understand what it does when it runs, but it is still a function of the programmer's action, not any intention, motivation or control exerted by the machine itself.

Absurdity

The absurdity of any claim for life for a computer can be seen by examining the nature of a real computer system. When does it exist as a living entity? Is it when it has been designed; or when it has been built, but not tested; or when it has been tested but not used for its 'proper' purpose; or when it is running real software in a real application? Suppose we settle for the latter and regard all the others as (metaphorically?) conception, birth and education of a growing life. Our computer is only properly alive when sitting on the desk churning through its expert system.

What kind of entity is it when switched

off? It cannot be alive, as it no longer possesses any of the crucial subsystems. True it possesses the potential for those subsystems, but that is also true of a human corpse. On the other hand, if it is dead, what happens when we switch it back on? Is it a resurrected corpse? Is it a new entity with a new life?

Perhaps we should think of a computer as dormant or hybernating while it is switched off. This might just be acceptable providing we were happy with regarding an entity that had none of the life functions while sleeping as being alive in some sense. (But then how do we distinguish between a switched-off computer and a collection of components which have never been switched on?)

Suppose we switch our system back on but, instead of running our expert system, we run Space Evaders. Is the machine now alive or not? Suppose it is switched on but running no program at all. Is it alive? Surely not. To all intents and purposes it is the same as when switched off. True, it is now operating some subsystems and probably running programs such as polling the keyboard for a keypress, but it is both behaviourally and as a system unalive because it is not changing or moving or doing anything.

If anything is alive, it cannot be the computer at all. Life must exist in a computer running a particular kind of program, so it is not the computer that is (or might be) alive but a combination of computer and software. The crucial element is the software: without the software, the machine is nothing. The software requires a machine, but it could be any old machine that will run it, and it will turn such a machine into an apparently living entity. If life somehow resided in the hardware, the metaphor forces us to form the following conclusions about computer life:

- (1) A computer can be sometimes dead and sometimes alive, and sometimes neither one nor the other.
- (2) One computer organism can possess different stages of evolution, different kinds of intelligence and different kinds of life, and can de-evolve.
- (3) There is something intrinsic to an assembled computer, which is different from the sum of its parts, which makes it alive (in some sense), even if it is never switched on.

In other words, a hardware-oriented discussion of computer life soon leads to absurdities, or at least to the need to consider the possibility that an assembled computing machine running no program has a soul (in order to distinguish it from its non-living components).

Life-like

At this point I am prepared to concede that a certain software configuration, run on a machine which can handle all of it (including, perhaps, sensory mechanisms) might look like life. Mr Simons' beliefs (rather than his argument) might prove correct. Ultimately, it may be possible that we understand enough about the algorithms of life to be able to program them, always assuming that there are such algorithms; and that Alan Turing's proof that human beings can never understand themselves is flawed: and that we could achieve understanding of problems which people have never previously made inroads into.

But it may be possible to describe those subsystems completely in such a way that a computer could run the description. Even this would still be a simulation run on a dead machine if the machine were not dedicated to the one set of algorithms, and those algorithms were not built into the circuitry of the machine. Quite possibly, such 'life algorithms' would depend on the electrochemical nature of the chip structure, and it might be that they could only be achieved using biochips. This returns us to square one: it may be that there are intrinsic qualities of certain carbonbased substances which make them the only suitable carriers of the algorithms of life.

If this is the case, we could only call a computer alive if it contained living molecules, which is, of course, a circular definition.

Argument unresolved

The systems approach to defining life, as given by Mr Simons, amounts to no more than word play. If you accept such a definition, computers might fall under it, but so would a host of other entities and systems which few people would want to call alive, and you are led to some

peculiar speculations.

It would be much better to concentrate on how computers can improve the quality of human life, and leave computer rights to the computers. After all, if it is true that computers are an emergent lifeform, either they are only alive in the sense that a car, a flame or a virus is alive, in which case we should spend no more time on the matter than we presently do, of if they are a powerful species, the next stage in evolution, that they will soon be able to argue their own case - and human beings surely have nothing to gain by hastening the planet's takeover.

Comdex report

Comdex/Fall '85, this year's version of the world's top computer trade show, opened in Las Vegas with fears of an imminent battle for survival. Peter Jackson was there to comment on the highlights.

The Comdex show has traditionally been a launch pad for the following year's machines and software, with US dealers working out what they are going to sell. But this year the excitement was muted, and the tone was set less by glitter and high-tech razzmatazz than by Hewlett-Packard supremo John Young's opening address on 'Surviving the Industry Downturn'.

There were some trends to watch though, and even some machines and peripherals that went around or beyond the IBM industry standard. The highlights are picked out on the following pages.

LEXISOFT

The rash of laser printers launched at the show as accompanied by a range of desk-top publishing software, and a line of complete turnkey systems with combined hardware and software.

Lexisoft launched a desk-top publishing package for the PC, built around its Spellbinder word processor. Designed to drive the Hewlett-Packard LaserJet Plus printer, the package lets users create and edit text, specify fonts and graphics, and view the whole page onscreen before printing.

Windows, boxes and lines can be



drawn, and 16 different fonts are available.

Support for other printers is promised by president John Bintz in the near future. Retail price is \$650. (Peter, naturally, quotes all prices in US dollars).

TANDY

The major hardware launch at the show turned out to be Tandy's AT-lookalike, the 3000, which stood out from the other AT clones thanks to aggressive

The 3000 starts at \$2599 with the faster 8MHz 80286 processor, 512k RAM and a single 1.2Mbytes floppy drive, going up to \$3599 with the addition of a 20Mbytes hard disk. Monitors are extra; \$199.95 for monochrome and | An eye-catching feature on the enor-

\$599 for colour. There are 10 expansion slots for AT cards, with eight available spaces in the standard configuration, and standard fittings include a real-time clock and serial and parallel ports.

Operating software is MS-DOS 3.1, including support for Tandy's own ViaNet local area network, or - later in 1986 - Microsoft's Xenix 5.0 multiuser Unix lookalike.

Also on the Tandy stand was the recently-announced Model 600 lap-held machine, bringing some IBM compatibility to the company's portable line. The 600 comes with an 80C88 processor, the CMOS version of Intel's 8088, driving 32k RAM expandable to 224k. A single 31/2 in floppy drive holding 360k is built-in, and the flip-up liquid crystal display shows 16 lines of 80 columns. Applications software is Microsoft Works, giving file management, database, word processing, spreadsheet, calendar and communications functions in ROM. These are portable versions of Microsoft's mainstream PC packages such as Multiplan and Word.

Price is \$1599.

IBM



The Tandy 600 with built-in Microsoft software



The Tandy 3000 AT lookalike

SHOW REPORT



IBM's giant flat-panel plasma graphics display



MAD Intelligent Systems' D1000 workstation



The QMS Kiss, the first sub-\$2000 laser printer



Toshiba's 51/4in write-once optical drive and cartridge



Western Digital's FileCard prototype



Mountain's 20Mbyte plug-in DriveCard for the PC

mous but subdued IBM stand was a plasma panel display for the PC, giving a 17in diagonal screen display and 960 x 768 resolution.

The Personal Computer Information Panel, as IBM pretentiously calls it, has been available as an optional mainframe terminal since 1983. Now the company has produced a suitable adaptor and driver to plug into the PC or XT, and PC

users can hang the 2in-thick panel on their office wall.

The only drawback is the price, with the display costing \$3695 and the adaptor an extra \$1495.

Also on the IBM display, and sending a shudder round the host of manufacturers launching laser printers, was IBM's Pageprinter. This uses LED array technology, rather than a scanning laser, to create its print image.

KENTEK

Kentek followed the IBM line rather than the laser line, with the launch of the LED-based K-2 Intelligent Page Printer. The K-2 has lower resolution than most laser units, at 240 dots per inch, and costs more than most at \$7995. But Kentek claims that the LED array is more reliable than laser systems, and that it can print higher volumes before maintenance.

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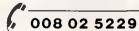
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SHOW REPORT



Kaypro's \$1500 IBM-compatible PC



ITT Qume's LaserTen 10 pages-per-minute laser printer



Cauzin's SoftStrip reader in action



Sanyo's MBC 990 AT lookalike running Microsoft Windows

The print speed is given, rather oddly, as 24,000 pages per month.

The printer has its own 68000 processor and 51/4 in floppy disk drive, and up to 30 font type styles of 154 characters each can be stored on each disk. The disks can also be loaded with standard form layouts, logos, and other useful things.

KODAK/DATA/ TECHNOLOGY

Although Kodak got most of the attention with its high-capacity floppy drives, the 10Mbytes drive on its stand was actually based on joint design breakthrough with Data Technology.

The 10Mbytes drive uses 5¼in, hard-cased floppy disks, and comes with an intelligent SCSI controller allowing it to plug into any computer system.

According to Data Technology marketing man Mike Kirby the drive will be available to OEMs in the second quarter

of 1986, and Data Technology will also sell packaged internal and external drives for the Apple and IBM retail markets through its TeamMate division.

Prices will be 'extremely competitive' with removable Winchester disk systems.

On the Kodak stand, alongside the 10Mbytes drive, were 2.8Mbytes and 5.25Mbytes drives using more conventional 5½ in floppy disks. The disks, using high-density recording media, are being made by Kodak subsidiary Verbatim.

MAD

The neatly-named MAD Intelligent Systems was showing its MAD-2 AT lookalike, and trumpeting an OEM deal that will put the machine on the market under the Philips banner.

The D1000 is described as a Desk-top Workstation, and comes with IBM Professional Graphics and GEM support running MS-DOS 3.1, Concurrent DOS 286 and the Xenix Unix lookalike.

Also available is an 80286-based network file server, the F2000.

Philips has signed up for the D1000, with volume shipments starting early this year, and MAD expects to rake in \$15 million to \$20 million from the deal during 1986.

MANZANA

California-based Manzana has come up with a range of 720k 3½ in floppy drives for the IBM PC, aimed at simplifying transfer of data between PCs and machines such as the DG One, Kaypro 2000, GridCase, Texas Pro-Lite, HP 110 and 150, Apricot and Atari 520ST. The company also claims that the PC will be able to format 3½ in disks for 'most of these computers'.

There are two external drive units and one internal; the internal unit fits in a standard half-height 51/4 in slot, while the

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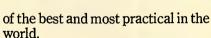
The Amstrad 6128 offers a powerful 128K memory, high definition green screen monitor, inbuilt disc drive and sophisticated CP/M PLUS* operating system from around \$800 all up. (Colour monitor package from around \$1000.) Other computers with similar capabilities can cost hundreds or even thousands of dollars more.

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The availability of such a low cost, disc based 128K system is a real breakthrough for both businesses and home computer enthusiasts. Programs are loaded rapidly and cataloguing is instantaneous. The CP/M PLUS* operating system is acknowledged as one



Other key features of the Amstrad 6128 system include a highly functional alpha-numerical keypad with programmable function keys and broad sound and graphics capabilities. Thus, the system offers considerable scope not only for educational and entertainment uses but also for many serious business requirements.

Wide range of programs available now.

Most of the programs developed for the Amstrad 464 and 664 computers can be used on the 6128. These cover a broad range of subjects including Business, Education, Games, Brain Power, Programming and Electronic Home.

In addition, there is an excellent range of custom CP/M PLUS* disc -based programs available.

In all, there are hundreds of titles to choose from covering all aspects of personal and business computing. Programs include Wordprocessing, Spreadsheets, Graphics, Accounting and many popular games. The Amstrad 6128 computer offers a wealth of applications for

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SHOW REPORT

external drives come in single-drive and dual-drive styles. If the PC, XT or compatible has the 37-pin external floppy drive connector, the drives just plug into that. If the connector is missing, as on the AT or on some compatibles, an extra accessory pack allows two external floppy drives to be used.

The single external drive for the PC costs \$550 if the external connector exists, \$660 if it doesn't. The prices for the dual drives and for the internal drive have yet to be announced, although Manzana promises shipments during the first quarter of 1986.

OMS

The cheapest page printer at the show, among the large number of newcomers, was the QMS Kiss laser printer at \$1995.

QMS has trimmed performance to fit the price, since the Kiss can only print six pages per minute at 300 dots per inch resolution against the more common eight pages, and has only 128k RAM to back up its resident 68000 processor. But it can emulate Diablo, Epson and Qume printers, and comes with nine resident fonts and up to 40 different print combinations. The interface is Centronics as standard, with an RS232 option.

According to QMS president Jim Busby, the market for this type of machine is enormous. Industry analysts predict that approximately 200,000 non-impact printers in the zero-to-ten page per minute range will be sold in 1986 in the US, totalling over \$700 million,' he says. Busby now expects that, thanks to Kiss, the size of the overall market will 'increase dramatically'.

OPTOTECH/TOSHIBA

Both Optotech and Toshiba were showing 5¼ in write-on optical disk drives designed to replace ordinary, full-height floppies or Winchesters.

The Optotech drive was shown installed in an IBM PC, while Toshiba's was cased up as an external add-on.

Both drives encase the CD-sized optical disk in a hard plastic shell, although each company has chosen a different design for the case and its protective metal shutter.

The Optotech drive offers 200Mbytes of formatted capacity per side, with an average access time of 131 milliseconds (50 per cent slower than most Winchesters) and data transfer rates of 2.2 megabits per second. An evaluation kit comprising the drive with one disk cartridge, and IBM PC controller board, and PC-DOS file management and access

software, costs \$5000. The bare drive costs \$3000 if you want fewer than 10, going down to \$975 if you want between 10,000 and 25,000 units.

Toshiba's DF-050 has similar performance and capacity figures, and the prices are expected to be lower.

TANDON/MOUNTAIN/ WESTERN DIGITAL/PLUS DEVELOPMENT

One product development that spread across the show was the hard disk drive mounted on a single PC add-on board, shown by at least four manufacturers.

The originator of the idea, Plus Development, had some of its thunder stolen by the later entries but still put a brave face on it. Their 10Mbytes board only takes up a single PC slot, and can go in any slot in a PC; the company is marketing the HardCard as a renovation tool for existing PCs, Compaqs or compatibles that could do with a Winchester shot in the arm.

The Mountain Computer DriveCard, on the other hand, gives you 20Mbytes of storage but takes up one-and-a-half slots — that is, it takes up one slot at the very end of the row, or one-and-a-half anywhere else.

Disk drive specialist Tandon entered the race late with the Diskard 21, which, according to the company, 'installs in most systems using only a single slot.'

And Western Digital's FileCard attempts to be a trump by adding an unpopulated piggy-back RAM board capable of adding 512k to the 10Mbytes Winchester on the board.

All these boards are priced between \$1000 and \$1200 end-user, and the differences between them — apart from the obvious difficulties of finding more puns on the card theme — were the thickness of the board and the power consumption. These cards consume power up in the tens of watts, and with old PCs loaded up with add-ons, this could be the last straw for the power supply. The XT supply, with its 135W capacity, is essential for one of these.

The interesting entry into the Winchester card market is Western Digital, since the idea has tempted the company out into the retail market for the first time. Previously, it specialised in making disk controller chips and boards containing those chips for other hard disk and computer makers. The temptation of this new market obviously became too much.

KAYPRO

While everyone else was launching AT

clones, Kaypro — which was first into the AT cloning business with its 286i —took a step backwards with its first PC-compatible.

Costing \$1595, the Kaypro PC is the first machine in its range to abandon the blue steel casing once described as being reminiscent of Darth Vader's lunchbox. Now tailored in beige sheet metal, the PC comes with an 8088 processor, 256k RAM, serial and parallel ports, twin 360k floppies, an external 12in green monitor and nine expansion slots. The software bundle includes Mailmerge, CorrectStar, WordStar, StarIndex, PolyWindows pop-up desk accessories, Mite telecomms, GWBasic. and MS-DOS.

QUME

ITT's Qume subsidiary, best known for its daisywheel printers, launched its first non-impact printer at the show.

The LaserTen, jointly developed by Qume and Hitachi, prints in the normal 300 dot-per-inch resolution, but at 10 pages per minute rather than the more usual eight.

Interfacing is done via Qume's plug-in modular interfaces, familiar from their daisywheels, and it emulates a Qume printer as far as software drivers are concerned. Up to 19 font styles, in sizes from 7pt to 24pt, can be accessed per page.

Two versions are available: the first with 128k RAM to support its 68000 and costing \$2795; and the second with 512k for graphics support, and costing \$3395.

WESTERN AUTOMATION

Western Automation Labs was showing its Dasch RAM disk for the Macintosh—not an internal one, but an external box that plugs onto one of the Mac's two serial ports.

The Dasch comes with 500k, 1000k or 2000k of RAM disk, at prices of \$495, \$795 and \$1295 respectively, and units can be daisychained to give up to 32 Mbytes of storage space. Software provided also allows the Dasch to act as a print spooler when it is plugged into the printer port, since the unit has an extender serial port on the back.

CORONA/SANYO/ TATUNG/NCR/VICTOR :

The rest of the AT wave at the show, aside from the really cheap Taiwanese kits of parts (\$1995 was the low-price record), came from a set of well-known names.

The specifications were all similar, as

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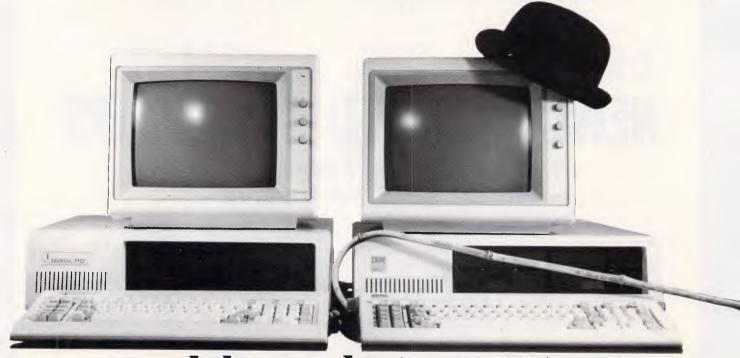
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were the prices, undercutting the IBM original by percentages ranging up to 40 for the same hardware configuration, and claiming advantages in performance, expansion facilities and price, or a combination of the three.

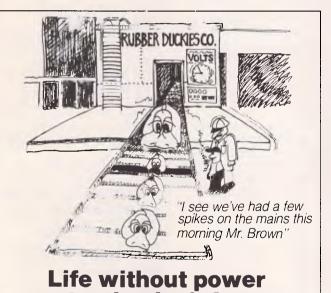
Corona Data Systems, which has just changed its name to Cordata, launched the ATD range of desk-tops to follow up its 80286-based portable, the ATP. The ATD processor runs at 8MHz rather than the AT's standard 6MHz and chairman Bob Harp claims that, thanks to no-waitstate memory, the ATD and ATP run over 60 per cent faster than the IBM PC/AT.' Standard memory is 640k, and disk options include one 1.2Mbytes floppy drive and 20 or 40Mbytes Winchesters.

Also standard with the ATD are serial and parallel ports, a colour and monochrome graphics card, four AT slots and two PC slots, and a 14in green monitor.

Price is \$3995 for the single-floppy machine, going up to \$5495 for the 20Mbytes Winchester version.

Meanwhile, Sanyo released the MBC 990 and 512k RAM as standard, six AT slots and two PC slots; NCR launched the PC8 with 256k RAM expandable to 640k on the main board and eight AT slots; and Tatung launched the TCS-7000 at the OEM market only, with 512k RAM and all the usual options. According to Tatung's Julius Chiang, his machine will only be sold in large numbers, and the price depends on just how large those orders are.





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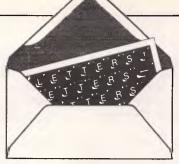
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Clearing up a cypher

The article 'The hidden meaning', APC, December 1985, was a little misleading.

The considerable difference between a code and a cypher was ignored. Indeed, the terms were interchanged erroneously.

A cypher is considered secure if it takes a long time to break. For example, if a recovered message refers to an event of a week ago, then the cypher was secure. The Public Key has never been considered as having a life of more than 20 years or so; now even that has gone, as a method of gaining entry has been found.

The degree of security chosen should match the importance of the message - it would be detrimental to an intricate system to have it encypher tomorrow's racing

tips.

There are hundreds of ways to encrypt a message. Railfence, Ragbaby, Playfair, Morbit and Quagmire are some which show the humour of the cryptoanalyst and the colour of the subject!

Of the two main categories, transposition is more difficult to break than substitution.

Computers can be very helpful, but most of the useful programs are aids. rather than solutions: cypher text in - plain text out. (The Homophonic is an exception, and who would have thought that logorithms would be of use in text analysis?) There is a lot of software available, usually developed or adapted to help the amateur solver, and it is generally public domain -

such is the spirit of the amateur cryptoanalyst! It is reminiscent of the 'original' computer enthusiast.

The potential of computers in this field is largely untapped. There are very few participants indeed, surely due to the lack of information on this fascinating and satisfying hobby. W Higginson

Cypher solution

I was rather appalled at the article 'The hidden meaning' in the December 1985 issue of APC. The cypher system it presents was invented by a Frenchman called Vigenere in the 18th century and solved by the Prussian Military in the 19th (F Kasiski, Die Geheime Schriften und die Dechiffrierkunst (Mittier und Sohn, 1863)).

The method of solution is to do an autocorrelation to extract the keyword length n, and then do statistical analysis of the sets (char(k) (mod n)) for k=0, ..., n-1 to obtain the letter shifts. This can be done manually, and in fact the use of nonalphanumeric characters in the cyphertext character set makes the task even easier than with the original manually implemented, 18th-century version. R Anderson

WordStar and the Juki

I use a Juki 6100 daisvwheel printer and WordStar 3.3, and find myself continually requiring the lessthan and greater-than signs, as well as the squared sign. These characters are present on the daisywheel (for

example, the Elite Modern 12), but I have not found any way of using all three characters simultaneously. The degree sign would also be useful.

Is there any way I can use these characters? Is there a daisywheel of maths symbols available for the Juki?

My second problem concerns variable spacing and the WordStar commands .CW and .LN, which do not seem to have any effect. How can I utilise them with the Juki? K Campbell

It sounds as if your copy of WordStar has been incorrectly installed. WordStar can drive many different types of printer, but the way in which the more esoteric features are called up varies from one make of printer to another. Before you start using WordStar, run the Winstall program (supplied with the word processor). This asks various questions about your printer and then produces a 'customised' version of WordStar which knows about your printer's special features. If you don't install the word processor properly, you are restricted to the simple plain vanilla features common to most printers.

When you run Winstall you will not see the Juki on the list of printers which are supported; don't panic, because the Juki works almost exactly like a Diablo 630. Select that option on the main menu and you will have access to most of the Juki features, with the exception of shadow printing. .CW and .LN should then

work properly.

The User Function option lets you gain control over the extra characters: these are each generated by a twocharacter sequence: an Escape character -CHR\$(27) - followed by a letter. There are six extra characters on every daisywheel, corresponding to the letters H, I, J, K, Y and Z. In each case, remember, you should precede the letter with CHR\$(27). The exact character you get will depend upon the daisywheel, but these sequences should give you access to all 100 characters on the wheel.

The procedure to set up user functions is too complicated to go into here, but it is well explained in the new Juki Manual (ring-bound, with a blue cover). Contact your dealer to get hold of a copy: it is the best peripheral user manual I have ever seen, and a far cry from the Janglish manual supplied with the

first Jukis.

A little lateral thinking indicates that you can generate the squared sign and the degree sign on any wheel, even if it does not have appropriate characters. Select Superscript mode, with Control PT, and then type a 2 or a lower-case 'o'. Both characters will be printed above the base-line, so that they appear as a squared sign and a degree sign respectively. Use Control PT after the character to move subsequent characters back to the base-line. You can also generate subscripts if you use Control PV in a similar way.

LETTERS

Neither of these tricks will work until you install the word processor correctly — superscripts and subscripts are not plain vanilla features. You may need to change the line-spacing of your file (with Control OS 2, or .LH) to stop the subscripts and superscripts running together between one line and the next.

I don't think there is a daisywheel of mathematical symbols available for the Juki, but you can use Adler daisywheels in the printer so you might be able to use a typewriter wheel, if you can track down an appropriate one. It is hard to be categorical about this, since Juki can make special wheels to order, but I haven't seen a maths wheel in any catalogue. Custom-made wheels are very expensive a one-off costs several thousand dollars — so it would probably be more cost-effective to replace your printer with one for which a maths wheel was already available.

The serial serial

I have a technical problem in connecting my Smith Corona printer to an Apple II+ computer. I use a serial printer interface purchased in Hong Kong.

The problem is that the printer's 12-characters-persecond is too slow to cope with the output from programs such as dBasell and WordStar. Can you suggest any remedies?

I am also interested in getting a dot matrix printer and would be grateful if you could help me to decide between the Epson printers and the Apple Imagewriter. *Dr D Ho*

The so-called simple serial interface seems to have been the most

popular topic for questions over the last few months, so I will try to answer your question in general terms. The problem you describe is most unlikely to be due to a fault in the printer, the computer or the interface: it is almost certainly a consequence of the way that you are using them together. Once again I must advise readers to check that their system components are compatible before they hand over their money this is the type of problem that equipment suppliers should be expected to sort out for you.

A serial interface (generally known as an RS232 or RS423) is a twoway link which passes information bit by bit along a single wire. Other wires are used to control the data flow - to indicate that there is data to be sent, and to indicate that the receiving device is 'listening'. If these control wires are wrongly connected, the sending device may transmit characters when the receiver is not ready to accept them so that characters are 'lost' this sounds as if it is your problem.

Serial interfaces are generally connected via a 25-way 'D-type' plug. Pins 2 and 3 are used to convey the control information. It may be that your computer and your printer both think that they are in control of the link, and are both using the same wire to issue instructions. This leads to confusion, since they both talk at once and neither of them listen. You can cure this problem by swapping the wires to pins 2 and 3 at either end of the link. You should also ensure that pin 7 is connected at both ends of the cable.

You can adjust the baud rate of the interface and printer, but this is unlikely

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LETTERS

to help. The baud rate is the maximum speed at which characters are transmitted (assuming that the recipient is always ready to receive them). At a rate of 110 baud (the minimum on many interfaces) your printer may be able to keep up with the data even if the control wires are wrongly connected, but this is really only a temporary solution — it slows down the link needlessly and problems can still appear when many blank lines are to be printed, since most printers take much more time to process a 'new line' character than they do to print a letter or symbol.

If the baud rates at either end of the link do not match, or the format of the data (number of bits per character, errorchecking information, and so on) is wrong, some or all of the characters printed will be incorrect. Make sure that both ends of the link use the same rate (300, 1200 and 9600 baud are the most popular settings) and the same format — eight bits, no parity, one start bit and two stop bits is the most general, but it doesn't matter much for text as long as at least seven bits are transmitted for each character and the rest of the format is the same at both ends of the cable.

I can't help you with your second question as it is beyond the brief of this column. We can't answer questions like 'What should I buy' since the question depends upon too many factors: the quality of dealer support in your area, the exact application you propose (and the future uses you envisage), the composition of the rest of your system, how often you use your computer, your technical proficiency. and so on. My answer might be different for every reader.

As I have stated before. you get what you pay for in the micro world, as long as you don't choose a really obscure program or machine, in which case you might get a monster or a masterpiece. The only way to find out what you want is to try before you buy. The apparent difference between products stems more from marketing than manufacture. Your best guide is your own taste, together with the reviews and readers' letters published in APC.

'Commodore bashing'

G Willis' letter (APC, December '85) has stirred me to write. While I can't agree with his condemnation of APC's reviews, I am sympathetic to his disappointment in Commodore.

Like him, I had a C-64 installed in my office. The machine ran a text-editor, and kept a record of accounts receivable. On the whole, it was a satisfactory, cost efficient solution.

When our office was broken into and the equipment stolen. I looked to the Commodore 128 as a replacement. After all, the existing applications software could be used and a faster disk drive (1571) was promised. Further, I was biased. Since the late 70s I have had a Commodore computer of one kind or another. (On reflection, it is amazing how one can come to be so devoted to a particular marque, regardless of its failings).

My ire, like G Willis', was also roused by Commodore's poor marketing of the C-128 and 1571. In my instance, Commodore rubbed salt into the wound by not being able to replace the Dongle, which went with the theft, of my copy of PETspeed.

Around about this time I

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LETTERS

re-assessed my computer needs and desires, and decided to look at other brands.

I am bashing this letter out on a new Amstrad PCW8256 (phew!). And very happy I am, too!

Incidentally, after a week the new machine developed a hardware fault. Within 48 hours, thanks to Ambassador TV of Corrimal and AWA-Thorn, the computer was back on my desk. I recall a friend's 1541 suffering from head-alignment problems spending six weeks in Commodore's workshop.

My suggestion then, to anyone with a C-64 and seeking to update to something faster and larger, is keep the 64 to run all that software you have accumulated. Buy something along the lines of the Amstrad 6128 or 8256 and you'll have the best of both worlds.

Scarce CP/M

P Du Parte

I am astounded, and frustrated, at the impossibility of obtaining CP/M disk software.

No matter what commercial outlets I contact, the universal reply is, "sorry, we only deal in IBM and Apple". What is the use of that — I want software, not fruit.

Cast a quick eye over all your ads for as many back issues that will fit on your desk and you will find an occasional mention of CP/M software. When firms are contacted, they invariably have no catalogue or list. Apparently one is required to acquire ESP because you have to know exactly what programs you want before they will talk to you. It is something like having to name a particular star you want to see, before you are permitted to raise your eyes to the heavens.

Where are all these "tens of thousands" of programs which are spoken of as being available for CP/M? Perhaps I should lift my

game and say "CP/M 2.2"!

I am tapping away at my space-age electronic superclutz model with twin V8 turbo overdrives, and, (with my powerful intellect) I manage to have it endlessly loop my name and choose my lotto numbers.

Please, somebody, (or something) out there, tell me where I can buy some brains to stuff into this "brain". Just like the thousands of ephemeral CP/M programs out there, there are thousands of computerees out here, in the dark, waiting for some deity to hand them an electronic candle.

You may find it hard to believe, surrounded by the hurley-burley of "Orchard International Business Clone" land, but most of us are not in the league of the Kevin Riordans and the Mike Mudges of this world, both of whom seem to use "fruit machines" anyway.

Seriously, neither you, your advertisers, nor your competition are presently of any help to the great unwashed hoard of computer-illiterate CP/M operators.

Graham Dunkley

Commercial CP/M software is advertised, (although not very often) in APC and other magazines and the programs are usually listed in the advertisement.

CP/M Public Domain software is available from Select Software, 3 Barrack Street, Sydney NSW 2000. (02) 29 2866. A charge of \$15 per disk covers copying and postage.

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Smart Answers

Real-world interfaces for personal computers are few and far between — the promised days when computers will do everything from making tea in the morning to putting the cat out at night are just as far off as they were fifteen years ago. So when we found out about a means of turning a computer into an intelligent telephonist, we just had to send Ron Dunn for a look...

Turning a personal computer costing about four thousand dollars into a telephone answering machine might seem like a mindless activity — something like buying a new car and using it as a kennel for the family dog. After all, remote-playback answering machines with good functionality can now be purchased for under two hundred dollars, so why pay more?

The answers to the questions I initially framed when asked to review SAM (Smart Answering Machine) were soon forthcoming. This is not just an ordinary answering machine, but a complete telephone control system. The smartest move the developers of this package could do is to change its name.

SAM is a device allowing a personal computer to answer the telephone and take messages. Here, however, the resemblance to a standard answering machine stops. SAM also provides facilities to forward messages received, to page telephone users from a selected list, and to automatically place reminder calls. All facilities work (with minor limitations) to provide a complete communications base over the telephone network.

The SAM package tested was an early release, containing a printed circuit card, a diskette, a telephone handset, a telephone connect cable and a manual. The circuit card was a little messy, with many jumpers placed between components. Later releases of the product are much cleaner. Also supplied, but not part of the package, was a touch-tone beeper used for code access to the system (more later), which can be purchased from many consumer electronics stores.

SAM requires an IBM PC or true compatible, with one diskette drive and 192k of RAM. An additional diskette drive is useful for the storage of message text, as

digitized speech can consume considerable amounts of disk space.

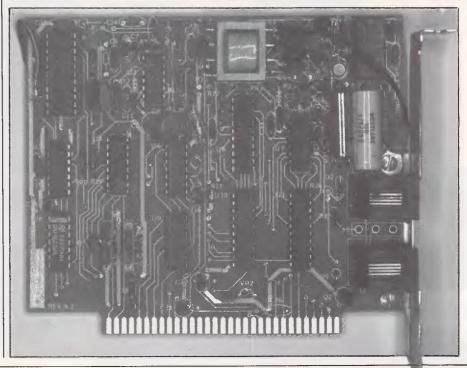
Installation

Installing SAM was a breeze. Off came the cover of the PC, and the SAM card was inserted in a short slot. The cover was replaced, and the two cables inserted in their labelled connectors. The installation instructions were thorough, with clear diagrams where necessary. The telephone handset was connected to one plug, and the other connected to the wall socket. When SAM is not operating, the telephone functions normally.

Starting up the SAM software was just as easy — a case of inserting the diskette supplied in the default drive and typing the command SAM, with the command menu rapidly displayed.

When SAM is first run, some options must be set to control normal operation of the system. These specify the length of message response that may be given by a caller, the remote access code for playback and other functions, the overflow disk drive for extended message storage, a pulse/tone dial switch, screen type switch, and a voice compression switch. Voice compression options are high or low, with high compression supposedly giving the worst quality text. Over a telephone I could not distinguish between the two, and both were better than my tape answering machine. High compression saves disk space on digitized speech.

The option settings are clearly documented, although hidden towards the rear of the manual. It would have been nice to see them up front, so all



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the installation documentation was together.

Answering machine operation

The next step was to record a message so SAM would act as a standard answering machine. When a caller dialled in, it would play this message and wait for a response. A nice touch was the provision of a "disk full" message, to advise a caller that there was insufficient space to store their message. Messages were recorded and reviewed through the telephone handset. Messages are digitised and stored as standard disk files which are identified by a DOS file name selected to identify the type of message.

If SAM is now placed in answer mode it (I very nearly say "he" at this point), it will function as an answering machine. I

'All this is pretty ordinary stuff. SAM used as a standard answering machine is a waste.'

replaced my home device with SAM one day, and the only comments I received were on the improved tape quality. Messages received by SAM are filed on disk, for review or deletion.

All this is pretty ordinary stuff. SAM used as a standard answering machine is a waste. It is the functions described in the following sections that make this product interesting.

Call forwarding

The next option within the SAM package is call forwarding. This will allow you to play a message to callers advising that you are not available, and asking them to leave a message. SAM then dials a forwarding number, and plays the person answering the telephone a message of your choice. That person must then beep a code over the telephone, and SAM will play the message.

This option worked well. SAM was set up to play a message advising callers that Ron Dunn was not at his desk, and that his computer would forward messages. The system then dialled the forwarding number with a message to the effect that Ron Dunn's computer was calling, and would they please call him to the telephone. The reaction of unsuspecting office staff was amusing — many would not believe that a PC was actually speaking over the telephone until shown SAM in operation.

There was some difficulty using SAM

in conjunction with office switchboards. Evidently SAM expects some line conditions that do not occur when a non-Telecom switchboard is used. This is particularly true of Commander telephone systems.

Personal messaging

The capacity exists within SAM to record personal messages, to be played to people beeping a private access code on calling. Up to 999 messages may theoretically be recorded, but disk space would limit this to less than one hundred in practical terms.

Callers requiring personal messages interrupt the standard greeting message with the '*' key on the beeper, and are prompted with a pre-recorded message to enter their access code. Once done, the message will be played twice, after which the caller is prompted to leave a response if required.

This function was used in a busy tenperson area for remote message retrieval. Users called in when free to retrieve any messages left for them at a central telephone point. Its operation was without fault.

Timed messages

This was the function of SAM that gave the most fun. The system allows the automatic dialling of a list of telephone numbers at a specified date and time, with the ability to record a response from the person called.

SAM was set to call a list of acquaintances at 3am, with a message requesting that they forget all thoughts of sleep, and telephone Run Dunn immediately. Responses were sought, but were not able to be printed in a magazine for public distribution. Needless to say SAM intercepted all response calls, leaving my sleep undisturbed.

SAM will try three calls to engaged or non-answered lines, at which point it will give up and log the event. This option sounds like a dream-come-true for direct marketing firms.

Phonebook operation

SAM can store up to 255 names and telephone numbers in an internal directory, with options to allow private use of the system and to create distribution lists for timed dialling.

The details recorded for each entry are the user name and telephone number, private use code, screening flag and distribution list code.

The private use code identifies those users that may interrupt the standard

greeting to retrieve personal messages.

The screening flag allows users flagged to interrupt the standard greeting, and beep the speaker on the computer. This allows the user to screen incoming calls, and only answer in person those with authorised access.

The distribution list code is used to identify which entries should be mass-dialled with a timed message. This allows selected groups of entries to be stored in the one file.

Remote operation

SAM allows remote operation for reviewing messages, recording new greetings, personal messages and forward messages, and for the entry of timed messages to a single number.

Operation of this feature is complex, relying on heavy usage of the beeper to select menu options.

Having a copy of the manual is a must for the operation of this function, and is not recommended for those with shaky hands.

Conclusion

Using SAM is a breeze. The menu structure is easy to follow, and all commands are prompted clearly. New users were able to master its use without the manual in most cases.

The documentation is clear, but I am slightly critical of its organisation. Perhaps a simple tutorial showing a setup of the system for normal usage would improve matters.

The caller functions of the system were a little more touchy. Not being able to use the system with some switchboards meant that forward and timed dialling numbers had to be carefully selected. The system also relied heavily on the tone-dial beeper for all functions other than straight message answering. These criticisms are not, however, sufficient to stop me praising the overall product.

Potential uses for SAM are many. Rural fire brigades could set SAM to call remote members in an emergency; public opinion polls could sample opinion with simple yes/no answers, workers operating away from the office could call at any time for new instructions, the list is endless with some imagination applied.

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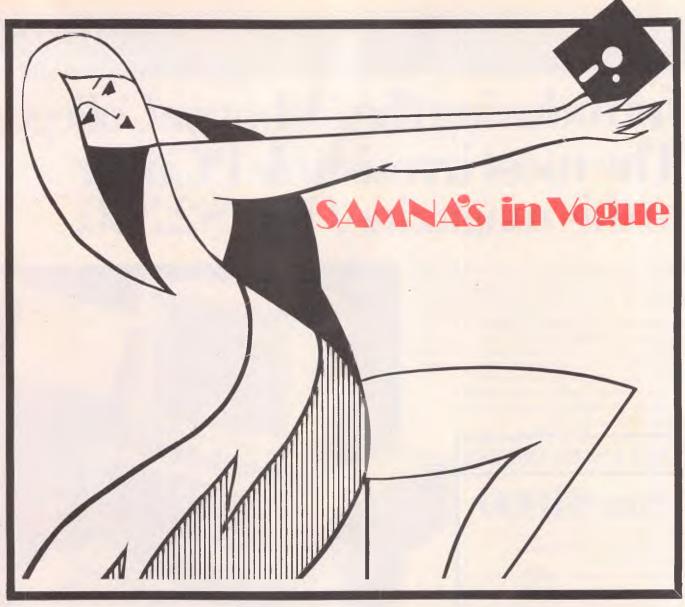
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Suicide chess

Keen computer chess player John White set himself a programming challenge with his chess program, Negaquerg: the objective being to lose all his pieces as quickly as possible. Here he describes the programming techniques he used.

Suicide chess (SCC) is a well-known variant of chess which has, however, been little explored by computer chess programmers. My own interest in SCC began when I started a practice of playing against opponents who had just beaten me at ordinary chess, with the joking remark that 'I ought to be good at it.' Alas, I played suicide chess rather too often while my opponents played it only against me, with the result that I nearly always won, which in turn increased my interest in the game.

There seem to be several different rules for playing SCC, so some standard rules will need to be enunciated. SCC is played with the same rules as chess with the following exceptions:

- 1) The objective of the game is to lose all your pieces.
- 2) The king has no special value and can be captured at any time. There is no 'check'.
- 3) Pieces offered for capture must be taken. If a choice exists of pieces to be captured, the player can decide which to take.
- 4) If the player to move has no legal moves left, but does have pieces remaining (that is, one or more blocked pawns), the game is drawn by stalemate.
- 5) There are no 'double moves' that is, no castling or en passant.
- 6) Pawn promotion is invariably to a queen.

These rules make SCC much easier to program than ordinary chess, and the game is well suited to anyone proposing to write their first chess program. I adopted a different route, taking one of my commercial chess programs and stripping out all the check routines and dou-

ble moves, adapting the move generator to force the program to make captures and altering the evaluation function. Obviously, the end result is less efficient than a custom-designed program, but it did enable me to directly compare the speed of the finished product with that of a standard chess program.

Evaluation function

The first point to consider, when writing a suicide chess program, is the value of the pieces. The normal value for chess pieces is shown in Fig 1, along with the values which I have somewhat arbitrarily adopted for my SCC program. Experience soon shows that the rook and the bishop are devastating pieces in the mid game, once they become active, permitting the opponent to line up his own pieces to be mown down one after another.

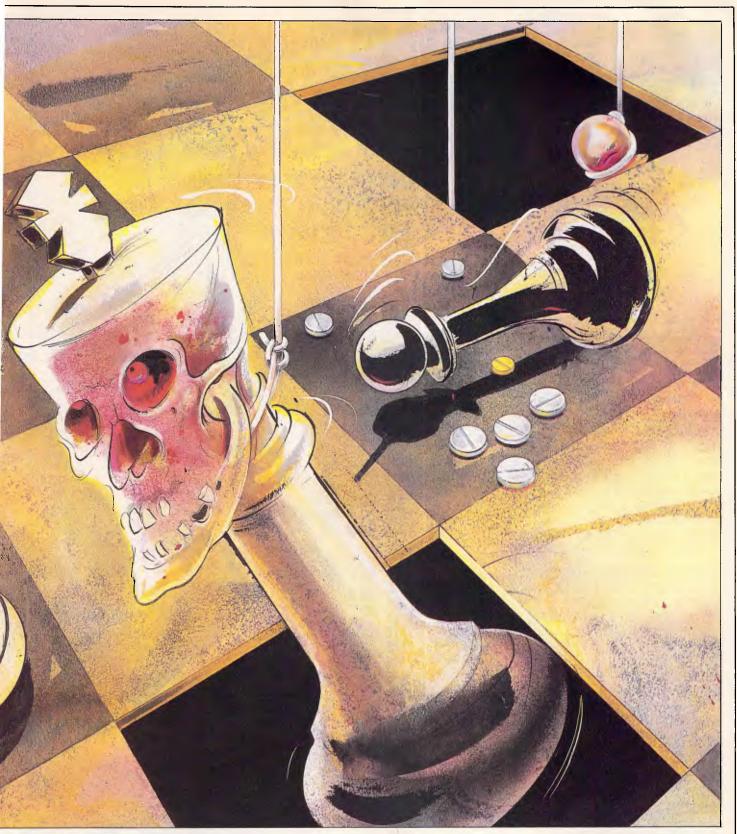
The queen, with its wide range of moves, is more easy to dispose of in mid game (but much less so in the ending), while the king, with its limited range, is a player's best piece since it can easily be lost while having little propensity itself to take the opponent's men.

Every chess programmer knows that mobility is the next most important consideration after material. Even now, I am unable to decide how valuable mobility is in SCC. On the one hand, increased mobility enables the program to get its pieces out quickly to dispose of them; on the other, high mobility may unleash all its pieces onto its opponent's men so that he loses his entire force instead. Mobility, then, cannot be simply ignored but is probably of positive benefit early in



the game and negative benefit when few pieces remain. My own program keeps mobility as a positive factor throughout the game.

Very few other evaluation features are necessary. Pawns play an important role in SCC, since an overwhelming advantage can be lost if the last man is a pawn which the other side can blockade;



worse, pawns can only relentlessly advance to become queens. Thus any position where the program finds that it has only pawns remaining is subjected to a very high penalty.

Pawn structure is examined for the presence of isolated, doubled and trebled pawns. These are scored exactly the same way that they would be for a

normal chess program. Finally, when little material remains on the board, the queen becomes much more dangerous to the side which owns it, and therefore the value of a queen is increased to seven units (the same as a rook) when only 15 pieces remain on the board.

A small random number is added into the evaluation function, in order to vary

the play from game to game.

Search in depth

The operating system for an SCC program can be almost identical to that of an ordinary chess program, if the piece values given in Fig 1 are stored in their complementary form; that is, a rook is



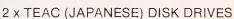
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PROGRAMMING

stored as -7, a king as -1, and so on. A deep search which incorporates iterative deepening and alpha-beta pruning is perfectly acceptable. However, the alpha-beta window is quite useless. The window is ordinarily used in chess programs where it is assumed that no sequence of moves will result in a large alteration in the material situation. In these circumstances, the window is beneficial. In an SCC game, the amount of material is likely to alter drastically through a forced sequence of moves, and the alpha-beta window must therefore not be used.

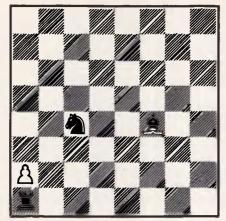
A very important feature of an operating system for playing SCC is the 'Chopper' device, also used in ordinary chess programs. When a program has only one legal move at its disposal, Chopper forces the move to be played at once without searching in depth to consider the consequences. SCC games very often involve forced captures where only one legal capture exists. Therefore, Chopper is an indispensable feature of an SCC program, frequently forcing the program to make virtually instant moves and leaving more time for more complex positions.

Because the most important feature of SCC is simply the material count, a TECH-type program is probably the best implementation. This is the name given to the process whereby the computer's moves are ordered on the basis of positional factors at the lowest depth of search, and then the order of moves is altered only where a deep search results in a change of material.

Captures are examined to greater depth than the rest of the search. Unresolved captures at some maximum depth are handled by a modified 'swapoff algorithm. In ordinary chess programs, the algorithm gives an estimate of the value of a series of exchanges on a square attacked by pieces of both sides, where either side can terminate the exchange sequence whenever it is most favourable. In the case of SCC, no termination is permitted until all the pieces have been exchanged, so the algorithm is modified essentially to decide which side has lost the most pieces on that square - the route is evaluated only when the attacked square is occupied.

It could be argued that a 'threat detector' would be a useful addition to an SCC program. This searches any line which ends with a capture to see if the opponent can give away another piece with a non-capturing move.

The main difficulty with an SCC program which incorporates a threat detector occurs principally in the opening. So very many lines become searched in response to potential threats that the base



White is to move

search depth rarely has time to exceed three ply, assuming a 20-second search time and that forcing lines are searched to a maximum further depth of four extra ply.

In the later stages of the game, there are fewer forcing lines with threats, and the search time more closely approximates to that of the ordinary SCC program (the chessboard illustrates the differences).

White is to move, and the winning line is F4-D2; C4xD2; A1-B1; D2xB1; A2-A3; B1xA3. This requires a six-ply search. The ordinary program examines the move F4-E5, the reason being that white does *not* want to lose both the bishop and the rook which leaves a sole pawn.

Such a result is heavily penalised and black would almost certainly win the black night versus white pawn ending

| Piece | Chess | SCC |
|--------|-------|-----|
| King | 255 | 1 |
| Queen | 9 | 2 |
| Rook | 5 | 7 |
| Bishop | 3 | 5 |
| Knight | 3 | 4 |
| Pawn | 1 | 3 |
| | | |

Fig 1 Values for chess pieces

which would follow. If white began with F4-E3 or F4-D2, it would also have to give up the rook to avoid the knight sacrificing itself and winning the game for black.

Thus, the ordinary program requires a full search of six ply to find the winning continuation. However, an SCC program with threat detection, capable of searching threats to a maximum further depth of four ply, will find the winning line from a nominal search of just two plylooks ahead. The second of these two moves is a capture, so the program looks one ply further ahead to see if white can give away another piece. White can, and so the program looks another ply ahead. This move is a capture, so the process is repeated up to the maximum depth of six ply, sufficient to discover the winning line.

On balance, a program with the ability to detect and analyse threats is probably superior to the ordinary program (which only looks ahead when captures are involved), apart from its excruciating slowness in the opening moves. The solution is to provide an SCC program with a book opening library to play these moves.



PROGRAMMING

Book openings

A number of book openings should be provided for an SCC program. Left to its own devices, my program will always open with C2-C3, as this move increases mobility without enabling black to give any pieces away. In fact, opening moves of D2-D4 and E2-E4 are generally much superior despite the fact that black can give away two pawns on each, since these openings permit white to quickly dispose of some of his most dangerous and active pieces. Unfortunately, the problem is compounded by the fact that some very nasty forcing lines exist for

'The first thing which strikes anyone who plays (or programs) SCC is the game's similarity to draughts.'

black which come close to refuting these opening moves for white.

Two very trappy opening lines showing perhaps the best play for both sides are the following:

1) E2E4 F7F5 E4F5 B7B5 F1B5 E7E6

and now white has the options of the horrible B5D7 B8D7 F5E6, or the appalling F5E6 D7E6 B5E8 D8D2 D1D2 B8C6, and so on.

2) D2D4 G7G5 C1G5 E7E5 when white must play D4E5 to avoid disaster.

It may be that other opening lines prove to be better. It is possible to use an SCC program to determine the best sequence for both sides by a very deep calculation. Although this will take a long time, once discovered the moves can be incorporated into the program's book. This method was used to find some of the opening lines for my own program.

Type of play

The first thing which strikes anyone who plays (or programs) SCC is the game's similarity to draughts. Apart from the moves, SCC has much more in common with draughts than with chess. The forced play caused by the need to accept captures makes many lines very fast indeed, and a search depth to six to seven ply at a time setting of only 20 seconds per move is quite common. By contrast, an ordinary chess program will not normally exceed three ply at this speed.

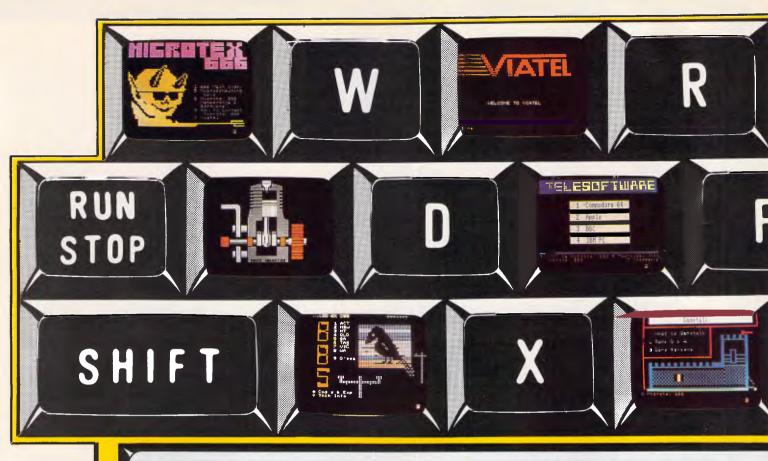
presence of the Chopper mechanism means that time control is somewhat erratic. A program nominally set to play at the rate of 20 seconds per move may, in mid game, make every other move instantly so that the total time consumed averages much less than 20 seconds per move. Again, forcing sequences from one position may enable the program to reach seven ply within 10 position, seconds, while another with fewer forcing sequences, may take 40 seconds to reach five ply.

Do these deep searches, reaching eight to 10 ply at two mintues per move, mean that SCC programs are unbeatable? The answer is no, since many forced sequences are so very long that the program cannot see the end of them either: it may enter a very long sequence which has a disastrous outcome after a non-forcing move.

Readers wishing to explore this topic further are invited to turn to the regular Microchess column in End Zone, where two games from John White's Negaquerg program are shown.

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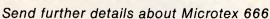
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Now, APC and Dick Smith Electronics are offering big prizes for big ideas, however small the start. And, alongside the big prizes, there is the chance to see your name in lights as the designer of an innovative product.

The winner of Class 1 will be awarded the first prize of a fully-blown Olivetti M24 system.

Prizes for winners in Class II and III will receive a Data Products Printer and \$500 worth of software respectively. The whole object of the competition is to dredge the Australian PC fraternity for good ideas from which products can be made; so finalists in each category will have the opportunity of discussing their idea or product with an Australian development company, if they chose. Even if an idea isn't the winner, it may still become a winner in a commercial sense making profits for its originator.

Class 1 — Ready to Run

The top awards will go to ideas that have been pushed the closest to reality. Entries will be judged on a combination of innovation and production feasibility, and the idea presented should be as close to a working example as possible.

Comprehensive documentation and diagrams are expected as standard, and working examples, whether in breadboard or prototype form, would be an added bonus.

The winner in Class 1 will receive Olivetti's PC-compatible M24, equipped with a 20Mb hard disk. The M24 is known as one of the best, if not the best PC-compatible on the market. It boasts superb engineering, an ultra-fast processor and a display screen with resolution equal to Apple's Macintosh; and, of course, there's the security a big-name manufacturer in Olivetti and Australia-wide support through Dick Smith Electronics.

HOW TO ENTER: Submit vour entry to Innovation '86, C/- Australian Personal Computer, 2nd floor, 215 Clarence Street, Sydney, NSW 2000.

THE DICK SMITH ELECTRONICS/AUSTRALIAN FURTHER DETAILS PROVIDED BY: PERSONAL COMPUTER INNOVATION '86 ITEM 1 COMPETITION ENTRY ITEM 2 ITEM 3 ENTRANT'S NAME..... ITEM 4 ITEM 5 ITEM 6 PLEASE MARK ALL ITEMS CLEARLY WITH YOUR ENTRANT NAME AND ITEM NUMBER. To the best of my knowledge and belief, the idea/ I want to enter my idea into the: product described above is not in production anywhere in the world. CLASS I READY TO RUN (CLASS II A GREAT IDEA (**CLASS III** ACADEMIC ENTRY'(IDEA DESCRIPTION: The Entrant Failure to sign excludes entry from the competition.



Pictured above is the Olivetti M24 with a dual floppy disk drive. The lucky first prize winner will actually receive an Olivetti M24 with a 20Mbyte hard disk system valued at \$6795 from Olivetti.



The winner in this class will receive a Data Products 8012 dot matrix printer from Dick Smith Electronics. The printer is valued at \$995.





olivetti



Class II — A Great Idea

Entries in this class will be judged on sheer innovation. Presentation of the idea need not be of the highest standard, and there do not need to be any prototypes or breadboards.

But the projected product must be feasible, and the idea must show some signs, however slight, of possible practical implementation. We would like to upgrade our PCs to 640k for \$12.50, but unless you can demonstrate a product that can do it at that price, the idea alone is not good enough.

The winner in this class will receive a Data Products 8012 dot matrix printer from Dick Smith Electronics. The printer is valued at \$995, and has three operating modes: draft mode (180 cps), medium (80 cps) and Near Letter Quality (30 cps). The printer will support standard IBM PC and compatible business applications including graphics and spreadsheets.

Class III — The Academic Team Prize

Here is where a team can enter. The winning project from a school, college or university, along the lines already described, will win a choice of \$500 worth of software from Imagineering, Australia's leading microcomputer software distributor.

The Rules

1) The competition is open to anyone, except as detailed in Rule 5, as an individual. In the case of minors under 18, all competition entries and communication with the competition organisers must be through a legally-recognised parent or guardian.

2) Competition entries can be submitted in any form whatsoever, bearing in mind the objectives of the competition.

A competitor may enter as many different ideas as he or she desires.
 Entries will close on March 31, 1986, with the winners to be

announced in the May issue of *APC*.

5) Employees of Computer Publications or Dick Smith Electronics, and

their principals and agents, are barred from competing.

6) The judges' decision is final, and no correspondence with the judging panel is permitted other than the submission of the entry.

7) Ideas and products currently in production anywhere in the world will be excluded from the competition.

SCREENPLAY



Out of the arcade and into futuristic football, Stephen Applebaum finds a cure for a bad case of hacking. All this and more in this month's horde of games for the Commodore 64/128, Spectrum, Amstrad, Apple and Atari.



Forbidden fruits

GAME: Hacker

MACHINE: Commodore 64/128 Apple II, Macintosh,

Atari, Amstrad

SUPPLIER: Imagineering

PRICE: \$19.95, 34.95 (C64), \$39.95 (Apple II series, Macintosh), \$34.95

(Atari), \$19.95

(Amstrad)



Hacker is a type of placebo for frustrated computer crackers who can't get the hacking bug out of their system. Instead of weaning hackers off their vice, Activision's game simulates a simple computer for the player to break into the impunity. Although nowhere near as difficult to enter as a real-life computer of equivalent size, Hacker's mainframe poses enough problems to keep players sweating for a while.

To give its game an air of complicity, Activision has taken the radical step of not including any instructions, apart from those outlining how to load the program. What information you are given is self-evident scene setting, so you go into the game blind, not knowing what your aim is or how to achieve it.

Without giving too much away, Hacker features a large corporation that's holding the world to ransom by threatening to detonate a massive nuclear warhead at an undisclosed location. Washington knows that something is afoot but is unable to take steps without knowing who the instigators are.

Incredibly, the computer into which you've hacked is owned by the perpetrators of the crime, so it's up to you to gather together enough information to avert the impending disaster. There is more, but that would take all the fun away from this extraordinary game.

Hacker is a superb little game with excellent graphics and superb sound effects. Interestingly, Activision makes no claims about it being a simulation of the real thing, so clearing itself of being accused of condoning hacking which is, after all, a criminal offence. On the other hand, it also fails to rebuke it.

Hacker is a program for games players of all tastes. There are many twists and some truly exciting moments. I'd recommend it to hackers especially, as it's one of the only ways to practise your technique without running the risk of having the full weight of the judicial system come crashing down on your head.

Double-take

GAME: Fighting Warrior MACHINE: Commodore 64, Amstrad, Spectrum SUPPLIER: Melbourne House

PRICE: \$24.95 (c)

Fighting Warrior comes from the same stable as the superb Way Of The Exploding Fist, and contains many of the features that made the latter such an unrivalled success. Disappointingly, though, even with such a distinguished pedigree, Fighting Warrior still bears an



uncanny resemblance Karateka (reviewed last month).

The scenario, for instance, is almost identical, except that the evil warlord is



now a pharaoh, and the mountain palace a temple; only the kidnapped princess remains the same. So much for originality.

Below Fighting Warrior's hackneyed exterior lurks a game of extreme violence. Similar in style to Karateka, Fighting Warrior features two characters locked in mortal combat. One is your man, the other is one of the pharaoh's minions. This time there are no subtleties imposed by ritualised fighting methods, only the mindless cut and thrust of swords.

During combat, both your strength and that of your opponent is indicated by a line of arrows along the bottom of the screen. As the battle wends its fatal course, the lines steadily recede until one or the other drops dead under the barrage of blows.

If you are the victor, you must run towards the pharaoh's temple. On the way you'll find magic objects that will help you against the foe, but beware — some are evil in disguise.

Fighting Warrior is as good as, if not better than the Spectrum version of Way Of The Exploding Fist. The characters aren't as agile, but the actions they perform are smooth and untainted by flickering. The detail that has gone into

some of the characters is incredible. For example, one of the evil hordes, a dragon-like man, wraps its wings around itself, protecting it from your pathetic blows. Then, as if from nowhere, its legs come flying at you, sapping your strength and taking you ever nearer the blow that will finally despatch you.

Fighting Warrior is a must. Not only is it a marvellous game, it is also a good example of what can be achieved on the humble home computer.



Here we go again

GAME: Archon II

MACHINE: Commodore 64/128

Atari, Apple, IBM

SUPPLIER: ECP

PRICE: \$39.95 (C64, Apple, Atari) \$49.95 (IBM)

If nothing else, 1985 could become the



year of the sequel. I've lost count of the number of times that I've had to write: 'Such-and-such is the follow-up to...' I have to say it again here because Archon II is the follow-up to Archon and, in fact, to a great extent, is a rehash of old material.

Although it tries very hard to be different, Archon II is just Archon with pretty backgrounds. There is a slight difference in strategy, but not enough to attract players of the original. Newcomers, on the other hand, should find it

a fascinating blend of strategy and arcade action.

Archon II centres around the age-old battle between good and evil, or, in this case, order and chaos. Each power is made up of a number of Adepts (sorcerers), each of which corresponds to a different element: fire, water, air, and so on.

At the start of the game, all the Adepts are situated in their respective elements. During play, the aim is to move them into strategic positions in an attempt to wipe out the opposition. Adepts can battle with others of their kind, or they can summon beasts to be their emissaries.

Less barbaric, and certainly more leisurely than combat, is to cast a spell. You can despatch an enemy creature by simply banishing it with a banish spell. Creatures wounded in battle can even be healed, although these tricks take up a lot of your energy.

On the whole, Archon II is a challenging and well-designed game, though one which should be avoided by those who have a copy of Archon.

Seeing is believing

GAME: Ballblazer

MACHINE: Commodore 64/128

Amstrad, Apple,

Atari

SUPPLIER: Imagineering PRICE: \$19.95, 34.95 (C64)

\$39.95 (Apple, Atari) \$19.95 Amstrad

Lucasfilm already has a reputation for producing stunning visual effects on film, so it's not surprising that the graphics in Ballblazer, its latest computer game, are some of the best to be seen on a home computer.

Although you wouldn't know it from the title, Ballblazer is a kind of futuristic one-on-one football played between two high-speed rotofoils on a frictionless



grid, where the aim is simply to score goals.

Onscreen, Ballblazer features two boxes, each one showing a view out of the front window of a rotofoil; this is what the 'pilot' sees as he scuds across the playing grid. The aim of Ballblazer is to score goals, but with a difference. Obviously you can't kick the ball because you're in a rotofoil, but you can catch it in the force field that surrounds your rotofoil.

When the ball is caught in your force field, a small onboard computer automatically orientates your craft towards your opponent's goal. If you're too far away, your target will be obscured due to the curvature of the playing surface. Even so, pressing 'fire' sends the ball hurtling across the grid and, if you're lucky, into the goal. The further away you are when you score, the greater the number of points gained.

Controlling a rotofoil takes a great deal of practice, and the novice will probably turn gut-wrenching circles before getting to grips with the playing surface.

After some time spent playing against a friend or the computer, moving around soon becomes quite easy. It's worth persevering just for the sight of your opponent's rotofoil rushing towards you, the ball orbiting it in its force field.

Ballblazer is a masterful piece of programming that cannot be appreciated in words or pictures: it has to be seen to be believed.

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Number crunching

Howard Oakley looks at hardware and software enhancements which make scientific and number-intensive computing feasible with personal computers.

There was a time when scientists, engineers, and others whose computational requirements were number-intensive had to resort to mainframe computers. I can well remember the tedium of batch-processing by a remote computer, and the frustration of trying to cope with poor lines from a teletype terminal. Mercifully, powerful minis and micros are now available, enabling more jobs to be done locally.

Initially, scientists tended to use micros produced specifically for them by the likes of Hewlett-Packard, expensive machines which were restricted in their software and such facilities as colour graphics. However, the all-pervading IBM PCs and their imitators are now making inroads, and are already offered for laboratory data capture, sound instrumentation and analysis, and other work previously carried out by more

MicroWay 87Basic/Inline compiler

Language

87Basic

IBM Basic-A

IBM BascompilerO

specialised machines. If they can fulfil the numerical requirements of scientists, they make available cheap hardware and an extensive user-friendly software base.

Using the IBM PC for this numerical work imposes two main additional demands: that it calculates accurately; and that it does so rapidly. These can be achieved by the 8087 co-processor, which turns the PC into an accurate and fast number-cruncher when used properly by software; simply plugging in the extra chip does not ensure that it is used at all. This article looks at ways of making the 8087 work in practical applications.

The 8087

BM1 BM2 BM3 BM4 BM5 BM6 BM7 BM8 Average

0

The 8088 and 8086 chips used in IBM PCs and their compatibles are not

38

10

16.75

2.1

1.0

1.3

33

designed for floating-point arithmetical operations as such, but simply as general-purpose CPUs. The 8087, on the other hand, is a very efficient and accurate 80-bit arithmetical processor. It can carry out approximately 45,000 floating-point operations per second, with an extensive library of different operations, and will function as a true coprocessor with the 8088.

It has two main problems associated with it: first, it uses IEEE format for the storage of numbers in memory (and internally), not the format used by the PC; and secondly, it requires software implementation (for example, only really being supported by version 2.0 of IBM's Macro-Assembler, and then not by the small assembler, ASM).

Most PCs allow the 8087 to be plugged directly into an empty socket on the CPU board, but do remember to adjust the internal switches to allow its use! This enhancement costs \$344, but you can go a stage further and buy a more sophisticated 8087-based expansion board with additional RAM and ROM.

Programming the 8087 in Macro-Assembler is not difficult, as the instructions are similar to Forth using an eight-register stack. IBM provides number format conversion utilities with the software, but a working knowledge of 8088 assembly language is essential in order to do anything useful. If you can aspire to this, then you may get away without additional software. But for us lesser mortals, a higher-level language is essential.

| Fig 1 APC Benchmark timings in secon | ds on an IBM PC/XT |
|--------------------------------------|---------------------|
| Language | Time for 1000 loops |
| IBM Basic-A interpreter | 72.4 |
| IBM Basic compiler | 68.2 |
| IBM Basic compiler, /O switch | 67.8 |
| MicroWay 87Basic compiler | 2.8 |

87Basic/Inline 0.02 0.03 0.19 0.11 0.17 0.27 0.55 1.48 0.35

13

0

0

| Spreadsheet | 8087 | addition | multiplication | exponentiation | total |
|-------------|------|----------|----------------|----------------|--------|
| Framework | 0 | 40.5 | 40.7 | 1997 | 2078.2 |
| | + | 40.5 | 40.7 | 90 | 171.2 |
| Enable | 0 | 27.9 | 34.5 | 989 | 1051.4 |
| | + | 26.5 | 34.5 | 32 | 93.0 |
| Lotus 1-2-3 | 0 | 6.6 | 8.1 | 129 | 143.7 |
| Smart | 0 | 6.1 | 7.0 | 71 | 84.1 |
| | + | 5.6 | 5.6 | 8 | 19.2 |

Fig 2 Non-linear Benchmark timings in seconds on an IBM PC/XT

Fig 3 Spreadsheet Benchmarks in seconds; US NSTL figures for 50 x 50 means

Language support

A number of high-level languages offer 8087 support. For those who favour more traditional ones, Pascal (including the excellent Borland Turbo Pascal), Fortran, and so on, are offered in many versions. APL is also available, and the more progressive may choose from several versions of Forth and C. Basic may well prove to be the best option for the average user, as there are two which use essentially standard IBM/Microsoft

PROGRAMMING

Basic and then call in the 8087 during compilation.

MicroWay has the longest tradition of supporting the 8087 of any of the firms that I am aware of. Not only can it offer all the aforementioned languages, but it can provide the two versions of MBasic (as welf as non-standard Basics, such as Summit BetterBasic).

The first MBasic package is 87Basic, which is now in its fourth version and which is well tried and proven. This is a set of IEEE/8087 patches to the IBM/Microsoft Basic compiler, which effectively emulates and replaces the latter. The documentation is brief and the presentation is workmanlike rather than glossy, but the produce is as reliable as the original compiler. On the disk is an 8087 test and Benchmarking program, as well as various demonstrations.

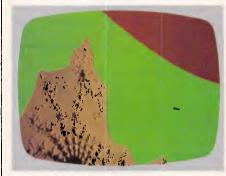
The other more recent produce is 87Basic/Inline, which includes a copy of 87Basic but takes a different approach altogether. You need the IBM Macro-Assembler and Basic compiler to run this compiler post-processor. First of all, the package compiles your Basic program using the ordinary compiler. It then takes the listing from that, and generates inline code for all floating-point operations to utilise the 8087 to its best. The resulting module is then passed through the MacroAssembler, and linked to produce an .EXE program.

The whole process is carried out using a batch file, and takes a little over two minutes for an average Basic source program. It is very easy to use, but requires large amounts of disk memory so is awkward on machines without hard disks, It also offers two useful enhancements: an addition to the TIME\$ clock to give hundredths of a second (invaluable for timing Benchmarks), and the facility to compile separate 64k program segments to produce a final program far exceeding 64k in length. Although it is more recent than 87 Basic and MicroWay admits to some bug limitations (such as not having implemented PLAY and DRAW yet), I have been unable to find any fault in the current version, 1.09.

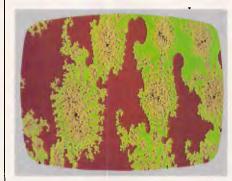
The effect of using the 8087 in APC Benchmarks is dramatic. Fig 1 illustrates that 87Basic and 87Basic/Inline produce almost unbelievable accelerations in timings, even when they are not number-intensive. I had to carefully check the .ASM listing for 87Basic/Inline to ensure that it was not cheating by eliminating purposeless loops, but found that all it did was produce very slick code indeed, running both 8088 and 8087 as efficiently as possible. Fig 2 gives results for a truly number-intensive Benchmark, which loops through X =



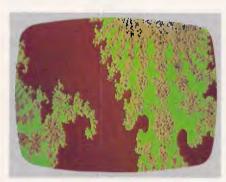
Screenshot 1



Screenshot 2



Screenshot 3



Screenshot 4

TAN (ATN(EXP(LOG(SQR(X*X))))) + 1 a thousand times. Here, the advantages of using the 8087 as against compilation alone are obvious.

With regard to accuracy the standard interpreted language produces errors, typically of the order 1.0E-4 to 1.0E-7, in contrast to the 8087's amazing greatest

error of 2.7E-15. 87Basic/Inline (and 87Basic) thus retain all the precision possible in converting back to IBM's double-precision format, and even offer the ability to convert direct from the 8087's 80-bit format, for those who need it.

Applications software

The main argument in favour of using a widely popular micro for specialist work must be the range of software packages available. There are already a number of statistical and CAD/CAM packages which support or rely on the 8087, and anyone needing those facilities must consider the 8088/8087 combination in making their choice.

Manipulating numbers in science is often the same as in business: the data needs to be stored in a convenient way, then manipulated on a spreadsheet, before presentation in graphs and in tables set in a text document. In other words, scientists need 'integrated' software, too. The new versions of Lotus 1-2-3, Symphony and others which support the 8087 should now be available in Australia. I am sure that they will be significant improvements on their predecessors, but there is already a tried and tested integrated package which supports the 8087, as well as offering exceptional numerical manipulation and statistics. This is Innovative Software's

The US National Software Testing Laboratories have Benchmarked 50 x 50 spreadsheet calculations for a number of packages, the results of which are presented in Fig 3. Smart shows up well on this, both with and without the 8087, and 1-2-3 is also very swift. However, the figures for exponentiation are worth looking at more carefully. Scientific work is full of such non-linear operations, as is statistics, so these should be a major determinant in selecting a package for such use.

I have also checked the accuracy of calculations in the spreadsheets of 1-2-3 and Smart. Both retainthe accuracy afforded by double-precision numbers (that is, errors are around 4E-16), although 1-2-3 offers a displayed precision of up to 15 decimal places as compared to Smart's nine. The latter does, though, provide far more powerful functions, and even such unusual features as calculated fields in the database (which I use for averages and the like, saving work on the spreadsheet).

The program in Fig 4 illustrates how the 8087 can allow a micro to do a mainframe job. This produces medium-

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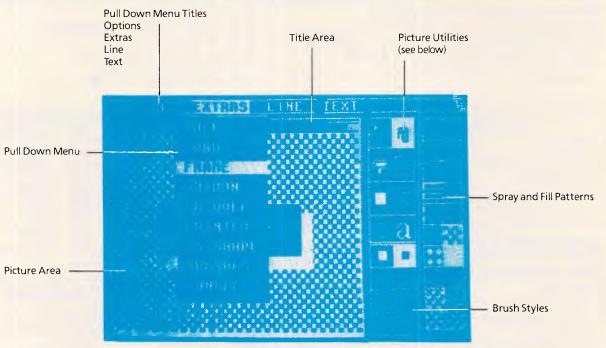
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| 1. Which compute | er was the first to feature a mouse? |
| 2. Which compan | y distributes the Datex Mouse? |
| = | |
| | |

PROGRAMMING

```
10 REM $title: 'Mandelzoom'
20 REM #subtitle:
                   'by Howard Oakley'
25 REM Version 1.01
30 REM after Hubbard & Dewdney
31 REM The origin of axes is at the top left corner of the screen
32 REM and the real axis is the vertical one, the height of the screen
33 REM whilst the imaginary one is horizontal.
34 REM Real values should be from -2.05 to +0.55
35 REM and imaginary values from -1.25 to +1.25
36 REM Members of the Mandelbrot set of complex numbers are black.
37 REM and are those which are stopped at 1000 on the iteration.
38 REM Full description appears in Scientific American, August 1985.
39 REM Erase FIC file after use, as it is half a megabyte!
40 KEY OFF : DEFINT I-O : DEFDBL A-H : DEFSNG P-U
45 OPEN "FIC" FOR OUTPUT AS #1
50 SCREEN 0,1 : COLOR 7,1,0 : CLS
60 LOCATE 2 : PRINT TAB(20) "MANDELZOOM"
70 LOCATE 5 : PRINT "This initial phase allows you to enter your desired setting
5."
80 LOCATE 7 : INPUT "Enter real co-ordinate of NW corner: ". ACORNER
90 LOCATE 9 : INPUT "Enter imaginary co-ordinate of NW corner: ", BCORNER
100 LOCATE 11: INPUT "Enter height of rectangle: ", CSIDE
110 LOCATE 13 : INPUT "Do you wish to change these ? Enter 1 for yes, 0 for no"
 IRESP
120 IF IRESP=1 THEN 50
130 CLS
140 PRINT "CALCULATING"
150 AGAP=CSIDE/320
160 BGAP=CSIDE/200
170 FOR N=0 TO 199
180 FOR M=0 TO 319
190 AC=ACORNER + N*AGAF
200 BC=BCORNER + M*BGAP
210 AZ=0 : BZ=0 : OCOUNT=0 : CSIZE=0
220 WHILE (((CSIZE(2) OR (CSIZE=2)) AND (OCCUNT(1000))
230 \text{ AZT} = ((AZ*AZ) - (BZ*BZ))
240 BZT = 2*AZ*BZ
250 AZ = AZT+AC
260 BZ - BZT+BC
270 OCCUNT = OCCUNT+1
280 \text{ CSIZE} = SQR((AZ*AZ)+(BZ*BZ))
290 WEND
300 PRINT #1,0COUNT
305 LOCATE 2 : PRINT TAB(2) M,N
310 NEXT M
320 NEXT N
330 CLOSE
1000 Q=0 : R=0 : S=0 : T=0 : U=0 : CLS
1005 PRINT "SORTING"
1010 TA=0 : TB=0 : TC=0
1020 UA=0 : UB=0 : UC=0 : UD=0
1170 OPEN "PIC" FOR INPUT AS #1
1180 FOR N=0 TO 199
1190 FOR M=0 TO 319
1195 INPUT #1, OPIC
1200 IF OPIC<11 THEN Q=Q+1
1210 IF OPIC<21 THEN R=R+1
1220 IF OPIC<31 THEN S=S+1
1230 IF OPIC<100 THEN T=T+1
1231 IF OPICK200 THEN TA=TA+1
1232 IF OPIC<300 THEN TB=TB+1
1233 IF OPIC<400 THEN TC=TC+1
1240 IF OPIC<500 THEN U=U+1
1241 IF OPIC<600 THEN UA=UA+1
1242 IF OPIC<700 THEN UB=UB+1
1243 IF OPICKBOO THEN UC=UC+1
1244 IF OPICK900 THEN UD=UD+1
1250 NEXT M
 1260 NEXT N
1262 CLOSE : CLS
1264 LOCATE 2 : FRINT "DISTRIBUTIONS ARE:
 1265 PRINT "up to 10", D
 1270 PRINT "11 - 20", R-D
Fig 4 A program which illustrates how the 8087 allows a micro to do a mainframe job
```

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PROGRAMMING

```
Fig 4 continued
1280 PRINT "21 - 30", S-R
1290 PRINT "31 - 99", T-S
1300 FRINT "100 - 199", TA-T
1310 PRINT "200 - 299", TB-TA
1320 PRINT "300 - 399", TC-TB
1330 PRINT "400 - 499", U-TC
1340 PRINT "500 - 599", UA-U
1350 FRINT "600 - 699", UB-UA
1360 PRINT "700 - 799", UC-UB
1370 FRINT "800 - 899", UD-UC
1380 FRINT "900 - 1000",64000!-UD
1400 INPUT "Enter 1 to select cut-offs and display", IENT
1410 IF IENT=1 THEN CLS ELSE 1410
1440 OPEN "PIC" FOR INPUT AS #1
1450 LOCATE 2 : INPUT "Enter first cut-off (10 to 900): ". ICUT
1460 LOCATE 4 : INPUT "Enter second cut-off (more than first): ", JCUT
1470 LOCATE 6 : INFUT "Enter third cut-off (more than second): ", KCUT
1475 FRINT "When done, enter 1 to terminate and clear screen"
1476 INFUT "Enter name of screen file to save image: ". 7$
1477 IF Z$="" THEN IFLG=0 ELSE IFLG=1
1480 ICUST=ICUT+1 : JCUST=JCUT+1
1485 SCREEN 1,0 : COLOR 0,0 : CLS
1490 FOR N=0 TO 199
1500 FOR M=0 TO 319
1510 INPUT #1,0FIC
1520 IF (OPIC(ICUST) THEN PSET(M,N),2 : GOTO 1600
1530 IF (OPIC>ICUT AND OPIC<JCUST) THEN PSET(M,N),1 : GOTO 1600
1540 IF (OPIC>JOUT AND OPIC<KOUT) THEN PSET(M,N).J : GOTO 1600
1550 PSET (M,N),0
1600 NEXT M
1610 NEXT N
1620 IF IFLG=0 THEN 1680
1630 DIM ISCRN(43) : OPEN Z$ FOR OUTPUT AS #2
1640 FOR N=0 TO 199
1650 GET (0, N) - (319, N), ISCRN
1655 FOR M=0 TO 43
1660 FRINT #2, ISCRN(M)
1665 NEXT M
1670 NEXT N
1680 LOCATE .,0 : CLOSE
1690 INFUT "",I
1700 IF I=1 THEN CLS : END ELSE 1690
2 REM $title: 'Mandelzoom display'
REM $subtitle: 'by Howard Oakley'
4 REM for displaying screens saved using Mandelzoom (MANDZOOM)
5 REM version 1.01
10 SCREEN 0,1 : COLOR 7,1,0 : KEY OFF : CLS : DEFINT I-0
20 LOCATE 2 : PRINT "DISPLAY OF MANDELZOOM PICTURE"
25 PRINT "When done, enter 1 to terminate and clear screen"
30 INPUT "Enter name of screen file to be displayed: ", I$
32 IF Z$="" THEN 130
40 SCREEN 1,0 : COLOR 0,0 : CLS
50 DIM ISCRN(43) : OPEN Z$ FOR INPUT AS #1
60 FOR N=0 TO 199
65 FOR M=0 TO 43
70 INPUT #1, ISVAL
72 ISCRN(M) = ISVAL
75 NEXT M
BO PUT (O,N). ISCRN, PSET
90 NEXT N
100 CLOSE : LOCATE ,,0
110 INPUT "", I
120 IF I=1 THEN 130 ELSE 110
130 END
```

resolution pictures of the Mandelbrot set, using a process called Mandelzoom (outlined in AK Dewdney's article in the August 1985 issue of *Scientific-American*). Essentially, each point on the screen is represented by a number

between 1 and 1000. Numbers of 1000 are points which are in the Mandelbrot set of complex numbers, and which survive 1000 iterations of the calculating loop and are coloured black, while those which survive less than that lie outside

the set, and end up with a detailed and interesting image.

Screenshot 1 shows the majority of the set, the NW corner of which is at real coordinate 2.0, imaginary coordinate -1.25, and of height +2.5. Screenshot

PROGRAMMING

2 is a zooming in on (NW corner -0.75, +0.20, height +0.02), at a linear magnification of 125. Screenshot 3 is a further magnification on (NW corner -0.737, +0.207, height +0.001), and the fourth on (NW corner -0.7355, +0.7355, +0.2077, height +0.0002), having an overall magnification of 12,500. Exploration of other areas and mangifications will reveal a wealth of beautiful detail.

The worst possible case, in which all 64,000 points on the mediumresolution screen require 1000 iterations, results in over one thousand million point operations. This exceeds what is normally thought practical for micros, but takes only 19 hours on an IBM PC/XT using 87Basic/Inline. If the Basic program is compiled without using the 8087, it would take eight days for that one screenful, while interpreted Basic alone would need about 1.5 months. Most screens take only a tenth of these times. The use of the 8087 can thus turn many number-intensive jobs into practical ones for a micro.

The program presented here is of little practical value, but similar techniques are required in simulation and other work likely in the scientific field. This is why

the best PC CAD/CAM packages need the 8087 or picture generation becomes impossibly slow, and why heavyweight statistical packages like to use it too.

Conclusion

Most scientists already have access to mainframe computers, so what use is the 8087-boosted PC? Access to mainframes is expensive and restricted, and often entails frustrating delays.

The cost of micros is now so low that each worker can be provided with his

own micro, so access is much easier. The additional cost of equipping a PC with an 8087 is trivial, and software has now come of age to use the power of the coprocessor.

I would seriously recommend anyone involved with number-crunching on any scale to consider this option. The article by Stephen Fried, MicroWay's founder, in the 1984 Byte Special on IBM PCs is well worth reading.

You can keep your 80386s and 68020s for the present: 8087 plus 8088 equals a good mini!



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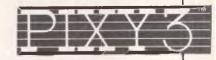
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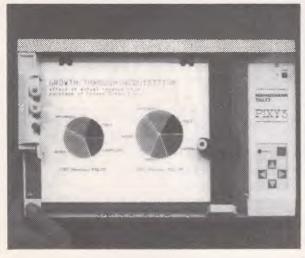
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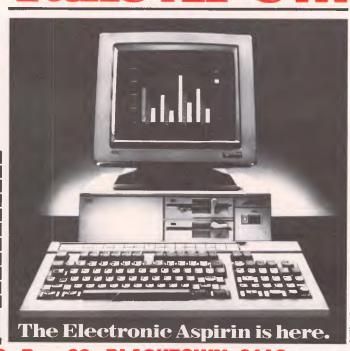
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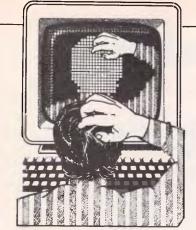
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COMMODORE 64 MACHINE CODE **RANDOM** NUMBERS

This short machine code routine solves the problem of generating random numbers from machine code. Although the program is for the Commodore 64, the technique can be applied to any micro.

A location in memory that is frequently updated (often a video refresh register or the least significant byte of a system clock) is used. It is changed so frequently that as long as it is accessed at irregular intervals, it can be

treated as if it were a random number. This is not. of course, truly random, and should not be used for serious mathematical applications.

This particular routine sets the high-frequency byte of voice number 3, and then takes a number from the random number generator at 54299 and compares it with an upper limit. If the number is not less than this, it takes another until it has one that is. When a suitable number has been found, the lower limit is added to it and the result is stored in location 53247.

The example given has the upper limit at 11 and the lower limit at 5; this will give numbers between 5 and 15. These values can be changed by the programmer. D Traynor

the program, and make a note of the value of sq (save it first for subsequent use). To use the routine within your own programs, replace SQR(X) where X is any arithmetic expression by ((X) AND USR sq). The results are accurate to the 32 bits of mantissa of floating-point numbers.

The method used is Newton's method for improving approximations to roots. The second listing gives the assembly version of the program so that users of Z80 machines other than the Spectrum, for which this is written, can make use of the routine. W Thomson

LISTING 1

9997 REM Square Rooter 9998 CLEAR PEEK 23730+256*PEEK 23731-37: LET sq=PEEK 23730+256* PEEK 23731+1: PRINT "sq=";sq: FOR a=1 TO sq+36: READ b: POKE a,b: NEXT a 8,51 NAAT 8 9999 DATA 239,61,192,56,1,1,4, 126,167,40,25,198,128,31,119,35 126,23,48,2,207,9,54,127,197, 239,49,224,1,5,15,56,53,193,16,

LISTING 2

| | EF 3D | ENTRY | RST DEFB | | Enter calculator, x on stack If small integer, convert to fp |
|----|--------------|-------|-------------|------------|--|
| | CO | | DEFB | CO | Copy x to MEM(O) |
| 03 | 38 | | DEFB | | Exit; HL points to exponent byte |
| 04 | 010104 | | LD | BC,0401 | B=4 iterations; C non-zero |
| 07 | 7E | | LD | A,(HL) | Amexponent byte of x |
| 80 | A7 | | AND | A | A=0? |
| 09 | 2819 | | JR | Z,EXIT | Exit if so, with y(4)=x=0 |
| OB | C680 | | ADD | 80 | |
| OL | 1 F | | RRA | | y(0)'s exponent= |
| 9E | 77 | | | (HL),A | <pre>INT((x's exponent)/2)</pre> |
| OF | 23 | | | $^{ m HL}$ | HL points to 1st mentissa byte |
| | 7E | | LD | A,(HL) | |
| | 17 | | RLA | | Carry flag = x's sign bit |
| | 3002 | | | | Carry on if +ve |
| | CF | | rst | 98 | If -ve, exit with |
| | 09 | | DEFB | | error stop A |
| | 367 F | X+VE | LD | (HL),7F | y(0)'s mantissa=1 approximately |
| | Ç5 | ITER | | | Save count |
| | EF | | RST | | Enter calculator; y(n) on stack |
| | 31 | | DEFB | | Luplicate |
| | EO | | | 30 | Get MEM(O) |
| | 01 | | DEFB | | Exchange |
| | 05 | | DEFB | | Divids |
| | OF | | DEFB | | Add; $x/y(n)+y(n)$ on stack |
| | 38 | | DEFB | | Exit; HL points to exponent byte |
| | 35 | | | (HT) | y(n+1)=(x/y(n)+y(n))/2 |
| 21 | | | POP | | Retrieve count |
| | 10F4 | | | ITER | Another iteration? |
| 24 | C9 | | RET | | Exit; y(4) on stack; BC non-zero |

ASSEMBLER LISTING ORG \$C000 LDA #\$81 \$D412 STA isets voice no.3 to noise LDA #\$C8 STA **\$D40F** ;sets frequency high byte voice 3 LDA \$D41B ;load acc. with random number CLC ; is the number less than 10 CMP #\$0B BCS \$E00A tif not get another CLC #\$05 ; add 5 to the number ADC STA **\$CFFF** istore the number RTS BASIC LISTING

- 10 X=49152: READ N: IF N=-1 THEN END
- 20 POKE X,N:X=X+1:GOTO 10 30 DATA 169,129,141,18,212,169,200,141,15,212,173
- 40 DATA 27,212,24,201,11,176,248,24,105,5,141,255 50 DATA 207,96,-1

SQUARE

This is essentially a Z80 machine code routine to find square roots. It is provided in the form of a Basic loader program that is run to POKE the code into memory and can then be deleted. To use the routine, enter and run

This issue heralds changes in all those parts of APC concerned with programming. Our intention is to group programming features, Programs, TJ's Workshop and SubSet together, along with a regular Teach Yourself series, to form a bigger, better and brighter section.

Programs and TJ's Workshop will be combined within a new section called Program File, which will allow us to make our programming coverage more comprehensive and interrelated. The new section will occupy at least as much space as the constituent parts. Other changes to enhance the quality of Program File include an increase in documentation and more commented programs, more

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TJ'S WORKSHOP

emphasis on understanding how a particular program works, and an effort to keep programs as portable as possible so that they can be used on other machines. This will allow us to provide programs indirectly for even more machines than we do at present.

The idea is to provide a more comprehensive coverage and to make as much software as possible applicable to as many machines as possible.

This also means that we would like to see a change in the programs you submit. The usual guidelines for submitting programs still hold, but we also require programs to be carefully written with plenty of comments and documentation. Programs should be as structured as possible, with the purpose of any machine-specific parts carefully marked and documented. The easier they are to read and understand, the better, so that our programs and tips can be of use to the owners of a wide variety of machines.

We are interested in what people think about our programming coverage, especially the changes that have been made. Comments on particular programs and the ideas in them would also be welcome, so please write to the address given at the end of Programs; this is also where details of how to submit programs are given. Please try to comply with these as much as possible, and remember to send in a stamped addressed envelope so that we can return submissions. You are welcome to submit programs of any length, but we must point out that we will not accept anything that we think is so long that it would be tedious to type in. Of course, an exceptionally good program would be worth a little extra effort. Machine code and long lists of numbers are particularly unrewarding to type in, and should always be checksummed to eliminate the typing errors that are bound to occur. A commented assembler listing would be highly preferable as it is easier to read and understand.

As it will take some time for these changes to take effect, and for us to start receiving programs more along the lines mentioned above, these improvements will have to be gradual. This will allow us to take your opinions into account, as well as avoid making any mistakes.

10 SYMBOL AFTER 200

20 SYMBOL 200,0,&CD,&60,&BB,&32,0,0,&C9

30 x 1 = INT ((HIMEM + 1)/256):x2 =HIMEM+1-256*x1

40 POKE HIMEM+6,x2:POKE HIMEM+7,x1

PASCAL X-AXIS PRINTING

in Turbo Pascal, is selfexplanatory and well documented. A Griffith

This Pascal routine, written

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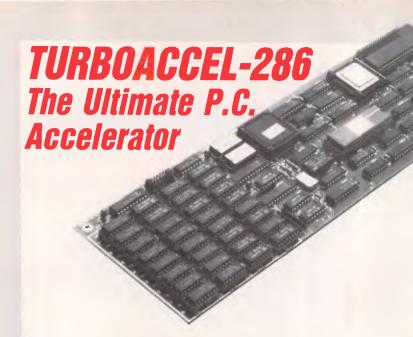
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TJ'S WORKSHOP

write(lst,chr(13));
 for a *= 1 to x do write(lst,chr(32));
and;

begin
prt((0); write(lst,'DATA'); prt(60); write(lst,'DATA');
writeln(lst);
end.

BBC SECOND PROCESSOR

Frequently, it is necessary to turn off the BBC's second processor to run a piece of software. It is possible to do this from a program using OSBYTE &AE — a routine designed to read the tube presence or otherwise. The OSBYTE call must be followed by a language call, and the tube is always switched back on by a reset.

To switch off the tube, several methods can be used:

- 1) FX 234 *BASIC
- 2) A%=&EA: X%=0: Y%=0:

CALL &FFF4: *BASIC
3) [LDA #&EA: LDX #0:
LDY #0: JSR & FFF4
LDA #&142: LDX #15:
JSR &FFF4]

These would usually be followed by a command such as *RUN or *CHAIN, as the instructions to turn off the tube run in the second processor and it is necessary to run any further code in the BBC Micro itself. A typical use would be to turn off the tube when using a disk carying Basic programs. The !BOOT file might be:

- *FX 234
- *BASIC
- *KEY 10*FX

234: M*BASIC:MCHAIN "MENU":M

CHAIN"MENU" S Kelly



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TJ'S WORKSHOP

READING A CHARACTER FROM THE AMSTRAD SCREEN

There is no facility provided directly from Basic on the

Amstrad to test a location on the screen and return the value of the character found there. Such a facility is available to test pixels on the graphic screen and return the ink colour of a particular pixel. There is, however, a machine code call to do this within the operating system, which is presumably used by the Copy cursor.

To make use of this routine from Basic, a seven-



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TJ'S WORKSHOP

byte machine code routine is needed. A good place to locate this is within the first user-defined graphic position, which always starts one byte above HIMEM so can be easily located.

The technique used is to write in the routine using the SYMBOL command, ensuring that the number used is the same for the SYMBOL AFTER command which sets up the table of characters. The first byte of the SYMBOL character is used to store the character which is read in from the screen. Some juggling is needed to get the address of this byte into the code; lines 30 and 40 of the program do this.

The SYMBOL 200 used here is quite arbitrary. If you are not defining any characters for your program, you could make it SYMBOL AFTER 255 to economise on memory.

To use the routine,
LOCATE to the position you
want to test, CALL
HIMEM+2, then PRINT
PEEK (HIMEM+1) which
yields the character number
found. PRINT CHR\$(PEEK
(HIMEM+1)) will print out
the actual character.
J Durst

10 SYMBOL AFTER 200 20 SYMBOL 200,0,&CD,&60,&BB,&32,0,0,&C9 30 ×1=INT ((HIMEM+1)/256):×2=HIMEM+1-256*×1 40 POKE HIMEM+6,×2:POKE HIMEM+7,×1

MACHINE LANGUAGE CALLS

This simple VZ200/300 routine can save programmers from using lots of POKE commands in a Basic program when calling a lot of machine code subroutines.

Conventional method: To call the address 13392 & 13404

- 10 POKE 30862,80:POKE 30863,52
- 20 x=USR(0)
- 30 POKE 30862,92:POKE 30863.52

40 X=USR(0) New method:

10 X=USR(13392):

X=USR(13404)

- Main program: O POKE 52992-65536,58: POKE 52993-65536,33
- 1 POKE 52994-65536, 121:POKE 52995-65536,50
- 2 POKE 52996-65536,13: POKE 52997-65536,207
- 3 POKE 52998-65536,58: POKE 52999-65536,34
- 4 POKE 53000-65536,121 :POKE 53001-65536,50
- 5 POKE 53002-65536,14: POKE 53003-65536,207
- 6 POKE 53004-65536,195 :POKE 30862,0
- 7 POKE 30863,207

APPLE HI-RES SCROLLER

This routine scrolls the hires screen in any one of four directions. To use it, type in the listing (assuming you know how to use the system monitor, if not then refer to chapter 3 of the Apple II Reference Manual) and save

it by typing BSAVE SCROLL, A\$300,L\$8B. There are four different calls for scrolling: CALL 768 — scroll up CALL 777 — scroll down CALL 838 — scroll left

CALL 873 — scroll right
To scroll page 1 do a
POKE 230,32 and to scroll
page 2, POKE 230,64. Note
that when scrolling left and
right, the routine scrolls





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TJ'S WORKSHOP

seven pixels at a time and is a bit jerky, this is because of the way Apple handles color graphics (if it scrolls one pixel at a time, you are most likely to get changing colors each time the screen scrolls due to the color mapping technique used in Apple IIs). Also, for those who don't know it, here are the screen display switches:

To use it POKE <address>,0
For example: POKE
49232,0:POKE 49235,
0:POKE 49236,0:POKE
49238,0 would display
page 1 of hi-res graphics
with 4 lines of text at the
bottom (similar to HGR
command but without
clearing the picture that is
already there).
A Lim

ADDRESS

DEC HEX 49232 (\$C050) -**GRAPHICS** 49233 (\$C051) — TEXT 49234 (\$C052) -**FULL GRAPHICS** 49235 (\$C053) -**GRAPHICS AND TEXT** 49236 (\$C054) -PAGE 1 49237 (\$C055) — PAGE 2 49238 (\$C056) -LO-RES 49239 (\$C057) -HI-RES

FUNCTION

0300: A2 E6 A0 C0 A9 00 4C OF 03 A2 C6 A0 FF A9 BF 8E 0310: 22 03 8C 2B 03 85 08 20 11 F4 A5 26 85 06 A5 27 0320: 85 07 E6 08 A0 00 A2 00 A5 08 C9 BF F0 0F 20 11 0330: F4 A0 27 B1 26 91 06 88 10 F9 4C 1A 03 8A A0 27 0340: 91 26 88 10 FB 60 A9 00 85 08 A2 00 A0 00 20 11 0350: F4 C8 B1 26 88 91 26 C8 C0 27 D0 F5 A9 00 91 26 0360: E6 08 A5 08 C9 C0 D0 E2 60 A9 00 85 08 A2 00 20 0370: 11 F4 A0 26 B1 26 C8 91 26 88 88 10 F7 A9 00 A8 0380: 91 26 E6 08 A5 08 C9 C0 D0 E3 60

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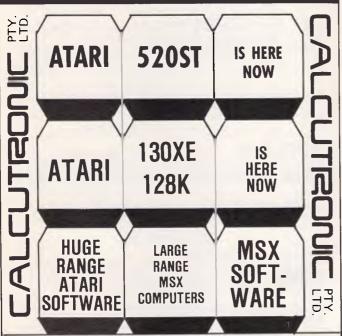
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|----|--|
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Last July we compared two C languages, one American and one Australian.
This issue Mike Liardet evaluates two new C interpreters, one American and one British, designed to provide a single complete environment in which to run and debug C programs.

One of the main difficulties with C is that its normal development environment involves all sorts of incidental complexities which have nothing to do with the language itself.

Typically, to develop a C program, it is necessary to wrestle with the intricacies of compilers, link loaders, program libraries, text editors, cryptic or non-existent error messages and non-existent debugging facilities.

During the last decade, generations of programmers, sitting idly watching a lengthy C compilation, must have mused over the possible delights of combining the convenience of Basic with the raw power and other features of C. Finally, a number of C language developers have responded to this need.

Firstly, some of the established C compilers have been greatly enhanced to include sophisticated debugging facilities: for example, from de Smet and Mark Williams.

The idea behind these new C interpreters is to provide a single complete environment in which it is very easy to create, run, modify and debug a C program. The price of this simplicity is a loss of efficiency, so the program does not run at the customary C speed. However, this loss of speed is shared with all other programming language interpreters, and should not be a major drawback as the interpreters are all claimed to work with 'standard C'. This means it should be relatively simple to take a working program from an interpreter, and for the final version, just compile it with one of the many excellent C compilers.

Most of the C interpreters currently on offer are for the IBM PC and compatibles.

Products include Living-C from Living Software Ltd in Britain, and RUN/C and INSTANT-C which are both imported from the US by Fagan Microprocessor Systems. For this review I have chosen to take a closer look at two contrasting products: RUN/C and Living-C. I shall not assume any prior knowledge of C, and will be looking particularly at their editing and debugging facilities as these are the areas where they can be most beneficial to the C newcomer.

RUN/C

RUN/C is a US product produced by a company called Age of Reason Co, and was written by Steven Walton, a software author with a number of products behind him — ranging from games to expert systems. It is supplied with an awesome 500-page, A3-size manual, and a single disk with over 100 files.

The 'getting started' instructions are right where they ought to be — on page 1-1. The disk is not copy-protected and it is simple to make a back-up copy of it before starting. Once this is done, RUN/C can be invoked by simply typing 'RC' in response to the DOS prompt. The RUN/C program is quite large, 130k, so it takes a few seconds to load.

As soon as RUN/C is loaded, the screen clears to give a copyright message, the number of bytes of free memory and the command prompt 'OK'. Sounds familiar? Well, anyone who has used Microsoft Basic should immediately feel at home.

RUN/C comes with 107 demonstration programs. To run one of them, simply type:

LOAD filename RUN

This should make Basic fans feel even more at home. In fact, a great deal of the RUN/C interaction emulates that of a Basic interpreter (see Fig 1 for a summary of all RUN/C's Basic-like commands.) And, for all the difference so far, we might as well be working in Basic. Once the program stops running, you can view the source code by typing — yes, you guessed it — LIST. But now you will see some differences from Basic. Although the familiar Basic-style line numbers are present, everything else looks strange. Of course, the contents of each line is C code and not Basic code.

In spite of a manual running to 500 pages, there is no formal C tutorial as such. There is, of course, a tutorial introduction to RUN/C, and a lot of valuable information for the C newcomer, but anyone learning C would be advised to use RUN/C in conjunction with a tutorial text. The manual lists 14 possibilities, including the definitive *The C Programming Language* by the originators, Brian Kernighan and Dennis Ritchie.

It should be relatively straightforward to take a sample program from any one of the recommended texts and enter it into RUN/C. For example, Fig 2 gives the complete command sequence for entering Kernighan and Ritchie's Fahrenheit to Centigrade program. The 'OK' and line numbers are generated by RUN/C, and the rest is typed by the user.

Notice the format of the comment in lines 1 to 5 of Fig 2. An idiosyncrasy of RUN/C is that multi-line comments can only be written with an isolated '/*' at the start and a matching isolated '*/' as a ter-

SCREENTEST



RUN/C's built-in functions

minator. This is non-standard and all other C systems, interpreted or otherwise, allow a freer format for comments. This causes no problems for RUN/C programs on other systems, but can be irritating when converting other programs for use with RUN/C.

Of course the use of line numbers is non-standard for C code, but actually RUN/C does not SAVE the line numbers in files, so this should not cause any problems. RUN/C line numbers are used purely within RUN/C as a reference device for the editing commands, and to make the system look as much like Basic as possible. It is also not possible for the C code to make any references to line numbers, as might happen in an equivalent Basic program. This is all to the good as this would be highly incompatible with any other C.

Editing

Not surprisingly, RUN/C offers program editing facilities which are very similar to Basic's. But, in addition to this, it is possible to integrate a text editor, such as WordStar, into the RUN/C environment.

RUN/C's AUTO, DELETE and EDIT commands operate very much as they do in Basic. One major difference is that the user has no control over the line numbers, which are always automatically assigned, and are always numbered 1, 2, 3, and so on. The AUTO command

```
Ob Mel P

Ber CLISI to see interpreter commands, FLISI to see built-in functions. 
Bee AllO to begin soon program on to appead to it (at its end). 
Such many out of door adding, inserting, are editing respectively. 
The program is the command level. 
Productional symbols: FLID, 107, MULL 
Been are the guantitative MANIRMS specifications for this wersion: 
Significant characters in an identifier: 20 
Program into (this section) 2000 
Blocks (framed by 4 and )) within a program; 500 
Clobal and static variables and arrays): 20 
Guinctions delined within 1001 program; 100 
Guinctions delined within 1001 program; 100 
Guinctions delined within 1001 program; 100 
Freeprocessor symbols Refined within a program (bis session): 50 
Programs of the section of the section
```

RUN/C's help menu

automatically generates the line numbers to precede each line before you enter it. If there is already a program present, then the new lines are added on the end. To insert new lines into the middle of the program involves the INSERT n command, which inserts lines immediately before line n, once again controlling line numbering automatically. Lines can be selectively deleted by DELETE. Following any insertions or deletions, all the lines are renumbered to maintain the simple 1, 2, 3... sequence.

The EDIT command enables existing program lines to be edited. Like its Basic equivalent, it is essentially a line editor. This means that all the special editing keystrokes only operate within the scope of the current line, and the surrounding lines are not normally displayed or affected in any way. The keyboard's editing arrow and 'home' and 'end' keys are used for most of the editing functions, and it is fairly simple to insert, delete or overwrite characters and quickly skip to the required position in the lines.

A notable omission is that it is not possible to join together consecutive lines; neither is it possible to do global searches, search and replace, block move or other niceties available in more sophisticated editors. If you want to perform this type of operation, then you can integrate a more sophisticated text processor or editor into the RUN/C environment. This is achieved by copying the editor program of your choice, together

with overlays, onto the RUN/C disk and then renaming the editor program to 'EDITOR'. This will not affect the normal usage of the editor from DOS, except from the RUN/C disk you will now have to type EDITOR to use it instead of WS, EDLIN, or whatever.

Suppose you have a C program loaded in RUN/C and you want to edit it using your favourite editor, recently copied and renamed on the RUN/C disk. In response to RUN/C's OK prompt, you simply type EDITOR, and after a certain amount of whirring from the disk, you find yourself in that editor environment, and with the text of the C program (minus line numbers) already loaded for you to make changes. When you have finished, you exit from the editor in the normal way and return to RUNning/C. The original C program is still there but with all the modifications just made, as if all the changes had been made using RUN/C's own EDIT facility.

That is the theory anyway. I tried this with WordStar on a 320k RAM Zenith PC-compatible, and there was not enough memory at my first attempt. This was because I had also pre-loaded Sidekick, and the memory requirements of DOS, Sidekick, RUN/C and a small text file were enough to bust the 320k limit. Unloading Sidekick freed enough space for everything to work smoothly, but this does point to likely problems with larger program developments. Even with no extra software preloaded, a 320k system only allows for 94k of free space, by the time the considerable RUN/C interpreter is loaded.

RUN/C's facility to integrate another editor can be very useful, but from issuing the EDITOR command, it does take several seconds to get into the editor. This is because the system has to save the current program to disk, load the editor code, and then read back the current program for the editor to work on. It may be possible to speed this up by using a RAM disk facility, but the manual makes no such recommendation. In general, it's not worth using the facility for minor modifications to the program. as the existing EDIT command is sufficient. But for major changes, particularly global changes which are not covered by EDIT, it can be of value.

Debugging

RUN/C has a large number of clear runtime diagnostics, all of which cause the program to halt and then indicate at which line the problem was encountered. This feature alone is a great leap forward compared with traditional C diagnostics from compiled code, but in addition to this, it has a number of useful simple debugging facilities.

| AUTO | automatic line numbering for program entry |
|------------------|--|
| DELETE | delete lines |
| FILES/DIR | display directory |
| EDIT | edit a line |
| FRE | displays amount of thee memory |
| KILL | deletes files |
| LIST | displays the program |
| LLIST | prints the program |
| LOAD | reads a program into memory |
| MERGE | merges a program with programm already in memory |
| NE.W | deletes the program currently in memory |
| RUN | executes the program |
| SAVE | saves the program it a disk file |
| SYSTEM | whits back to DOS |
| TRACE/TRON/TROFF | tracing facilities |

Fig 1 RUN/C Basic-like commands

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At any time during the execution of a program, it can be interrupted by pressing the Ctrl and C keys. This results in a short message, stating at what line number the program was interrupted, and then a menu of four options: to continue or abort execution, and to print or display the values of all currently active variables. The active variables are not only the variables in the currently executing function, but also global variables and variables in the function that called the current function, and the function that called that, and so on.

The display of active variables is broken down into a list of global, current function and other variables, but no other indication of their location in the program is given. This can be somewhat confusing if the same variable name is used in different or recursive functions — a quite common and legitimate use of C.

For simple numeric variables the name, type and value is given, but for structures and pointers, no information is given on the value. Structures and pointers are used extensively in C programs, so this is an irritating oversight. However, RUN/C does feature the option to have 'pointer protection'. Pointer bugs are analogous to Basic PEEK and POKE bugs, and can easily crash the system or cause mysterious problems elsewhere, which can be very difficult to pinpoint. The protection facility, which prevents pointers straying out of range, can be invaluable. (For C novices: a 'structure' is rather like a record in a database, where various items are packed together and accessed by 'field names'.)

Another debugging facility is the TRACE command, which displays the value and type of every variable each time it is accessed. Needless to say this is extremely verbose, and cannot seriously be used for anything but the shortest of programs.

The TRON command is analogous to TRACE, but lists every line as it is encountered, instead of the variables. And finally there is a 'profiler' facility. If profiling is enabled, then using LIST after a RUN gives an augmented display including the number of times each line was executed. This can be especially useful for spotting fragments of code which you expect to be executed, but are missed altogether due to some bug.

In summary, RUN/C's debugging facilities are a considerable improvement on most C compilers, but not as good as the Basic it seeks so hard to emulate. In common with Basic, there is no 'single-step' facility for executing a line at a time — a very useful debugging tool. But in contrast to most Basics, it is not possible to selectively 'print' variables in command mode; neither is it possible to embed the debugging commands in the program. This means the diagnostic must either be 'on' from the very beginning, resulting in great verbosity, or else 'off' altogether, resulting in nothing at all.

It is also difficult to set 'breakpoints', where you know you will want to stop the program to examine variables. It is just

```
possible to circumvent this difficulty by using a standard C input statement; for example, scanf, and when the program is running, responding to the request for input with a control-C. This interrupts the execution in the normal way and the variable values can then by printed out, but it is not as satisfactory as a proper breakpoint facility.
```

Other goodies

Apart from providing a solid interpretative environment, one of the main strengths of RUN/C is the extensive documentation and enormous number of demonstration programs supplied with it. Much of the documentation is an alphabetical reference to each RUN/C command and every C function supported by RUN/C.

Each reference gives a detailed description of how the command/function should be used, and a listing of a sample program to reinforce this. The course code of these programs is also on the disk and can very quickly be LOADed, RUN or EDITed if you so wish. This is an ideal way to learn about some of the more esoteric C features. The main strength of this approach stems from the immediacy of the interpretative environment, but also all credit must go to the implementors for the weight of practical material that they have provided.

Living-C

Living-C, or to be strictly correct, Living-C Personal, is the first of a planned range of C products from a new UK company, Living Software Ltd. Future products will include Living-C Future products will include Living-C Professional, which will reinforce Living Software's perception of two different markets for C interpreters: the professional expert C programmer; and the learner. Clearly, Living-C Personal is aimed more at the learner, but also offers plenty to whet the appetite of an expert awaiting the release of Living-C Professional.

A number of the Living Software personnel were formerly with MicroFocus, the purveyor of CIS-COBOL. CIS-COBOL is renowned as a superb development environment for COBOL, featuring an 'animator' which actually shows the program as it is executing. Living Software has unashamedly adopted some of the CIS-COBOL ideas, including the animator, and exported them into Living-

Living-C starkly contrasts with RUN/C. Its manual is a minimal 50 pages. With its CIS-COBOL ancestry, Living-C bears no relation to Basic whatsoever and only one demonstration program is supplied:

```
Ok
NEW
AUTO
 1: /#
     print Fahrenheit-Celsius table
         for f = 0, 20, \dots, 300
         (This program is from p. 8 of the kernighan and Ritchie text)
 5: #/
 6: main()
 7: {
 8:
         int lower, upper, step;
 9:
         float fahr, celsius;
10:
                             /* lower limit of temperature table */
         lower = 0:
11:
                             /# upper limit #/
         upper = 300;
17:
                             /* step size */
         step = 20;
13:
 14:
         fahr = lower;
 t5:
         while (fahr <= upper) {
 16:
             celsius = (5.0/9.0) * (fahr-32.0);
 17:
             printf("%4.0f %6.1f\n", fahr, celsius);
 18:
             fahr = fahr + step:
 19:
 20:
 21: }
 22:
     (esc)
 RUN
            -17.8
             -5.7
   20
```

Fig 2 Command sequence for entering Kernighan and Ritchie's Fahrenheit to Centigrade program.

SCREENTEST



Living C's editing comands

a simple matchstick game called Nim. It follows that, even more so than RUN/C, the C newcomer will need a tutorial introduction to accompany Living-C.

The Living-C software is supplied on a single unprotected disk. Special 'batch' commands are included to copy the programs onto another floppy or hard disk, but it is just as easy to use the standard DOS COPY command. Living-C makes unusually large demands in the DOS filing system, and it is necessary to reconfigure DOS to permit up to 12 files to be simultaneously active, instead of the default maximum of 10. This is very easy to do, and the manual explains exactly how, but it is important to remember to reboot the computer to activate the new configuration. It is also possible to set up Living-C to operate with non-standard display cards, but usually this is not necessary

When the installation has been completed, Living-C can be activated by typing 'LIVINGC' in response to the DOS prompt. After a short delay, the screen clears to present a mainly blank area over a small menu window and a status line near the bottom. The status line identifies the current file, and most of the menu commands are considered to refer to it alone Menu selection is based on the usual procedure of pressing the initial letter or moving the cursor to hover over the required option, then pressing 'ENTER'. There is a small amount of onscreen 'help' available for each option.

The menu commands are summarised as follows

★ *Edit* — this enters the editor, to edit the current file.

★ Compile — this is a slight surprise, as Living-C is presented as an interpreter. What actually happens is that Living-C needs to generate an intermediate code file before it can run. A very nice feature is that if there are any errors in the compilation then, after flagging the error, Living-C automatically re-enters the editor, at the right point in the source, to allow the user to correct the error. There is also a facility for forcing a compilation through all errors, which can be logged in



Living C's matchstick game, Nim

a file and then read via the editor's help facility.

★ Run — this automatically does a compile if necessary. Assuming the compilation is successful, the user is then presented with an interrupt menu — the central control for debugging and running the program.

★ Compiler control — this is a facility for specifying the location of '#include'd files referred to in the current C file.

★ User command line — from some operating systems, it is possible to run a compiled C program with user-entered parameters that are passed to the main C program, via variables argc and argv. This option allows the Living-C user to set up values for these parameters, before using the Run command.

★ Set File — this enables the default current file to be changed.

★ Interpret program — the name of this option could more accurately be interchanged with Run. It simply runs the program in the normal way.

★ Options — Living-C has fixed space allocation for the program text, data, and so on. This facility enables these allocations to be changed.

★ Exit — returns to DOS.

Editing

The Edit option of the main menu allows the current file to be edited, or another file can be edited by specifying an alternative file name when prompted to do so. The editor is a fairly powerful full-screen editor, not dissimilar to WordStar, but lacking some of the more word processor-like facilities. It is clearly more powerful than RUN/C's EDIT, but some users may feel more at home with the simplicity of the latter.

The editor has the usual arrow-key control to move the cursor to the required action point, and the 'page-up', 'page-down' keys can be used to rapidly flick through the code a page (that is, a screenful) at a time.

In addition to the arrow keys, the 10 function keys all have some use during editing. One key gives immediate online help, and others are used for block

operations, line deletion, joining lines together, and so on.

An edit-menu is available by pressing 'escape' at any time, and this offers a number of useful options. Other files can be read into the currently edited file. Global searches, or searches and replace, can be performed, and so on.

The editor is integrated with Living-C's error detection mechanism in order to make error correction particularly easy. After an error is encountered, the editor is restored at the relevant place in the source, and online help can identify the cause of the error and how it might be corrected.

Unlike RUN/C there is no facility to integrate a proprietary editor into Living-C (although Living-C can read source files created by other editors.) This is mainly because the Living-C editor is sufficiently powerful to make such a facility unnecessary.

Debugging

The most distinctive feature of Living-C is the debugging facility, which is a considerable improvement over RUN/C's. The debugging and execution of a program is controlled from an interrupt menu, which is displayed following a successful compilation after Run in the main menu.

The most spectacular option on the interrupt menu is modestly called 'continue'. This splits the screen into two windows — one displaying the source code, and the other available for any input or output from the program. The cursor traces a path over the code as it is being executed, working rather like the CIS-COBOL animator. In tribute to this, Living Software has trademarked the name of this facility as 'Animating C Interpreter'. As print and input functions are executed, the relevant text appears in the output window at the top of the screen, and characters typed at the keyboard appear in the normal way. It is possible to control the speed of animation, and this is the only criticism of the facility: even at its fastest it is rather slow.

Markers can be set by selecting 'Debug' in the interrupt menu. This returns the user to the editor, but with the source code protected so that only markers can be recorded in it. In theory it is possible to set markers from the normal access to the editor, but this did not work in my version of Living-C. One type of marker is, as I have already mentioned, a breakpoint. It is also possible to mark out limited regions of the code to be 'traced'—that is, displayed in animation mode.

Finally, up to four variables can be

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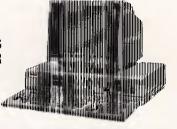


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marked for continuous monitoring. It is not possible to do this with structures. but only ordinary numeric variables. The values of the variables are continuously displayed in another window at the top of the screen.

Conclusion

Both products will undoubtedly be of great value to anyone wanting to learn C. The immediacy of the interpretative environment, which they both offer, is greatly superior to the traditional C compiler environment. As the products work with standard C, they may also be of use to C experts, who could use them as testbeds for sub-modules in a larger system development.

Living-C, in particular, is a very sophisticated product, offering program animation, a number of other debugging facilities, windowing and a full-screen editor. It is only let down by an indifferent manual, with no C tutorial material at all, and not a great deal of information on the product itself. Fortunately, much of the time the manual is superfluous, and the extensive help screens, particularly if used in conjunction with a pioneering spirit, can usually be used to determine how to use the system.

RUN/C is a much simpler product than Living-C, but paradoxically this fact may greatly appeal to some users. As it closely emulates Basic, it should be particularly easy for Basic users to pick up. The debugging facilities are especially weak, but are still clearly better than those provided by most compilers. Although the manual could not serve as a formal C tutorial, it contains a great deal of helpful information for the C novice.

products complement

another nicely; one's strength is the other's weakness. If you cannot afford to buy both, then a choice could be made on which type of interpretative environment you prefer: a simple Basic style; or a sophisticated windowed, animated, CIS-COBOL style.

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Optical Mouse

The Apple Macintosh certainly started something with the mouse. It's been implemented on a considerable number of other micros, not the least being the IBM PC and compatibles and the Apple II. Andrew Farrell checks out a recently released mouse for the humble Commodore 64.

As computers become more powerful, software has grown in size and proportion, unimaginable by early designers from times past. Graphics have become an integral part of many computers, and controlling graphics has meant the development of more sophisticated devices such as the mouse controller, introduced on a mass market scale by the Apple Macintosh computer.

There now exist several mouse devices for the Commodore 64, none of which compare to the more powerful standard graphics packages. However, the recently released Datex Optical Mouse comes very close.

The program looks very similar to Macpaint for the Macintosh, and also boasts similar abilities. There is promise of Mouse compatible software in the form of a utility and a wordprocessor in the near future.

The Datex Mouse is lightweight, with a square shape. It connects to joystick port two, requires no other special interfaces and is operated in exactly the same way as most other mice. Beneath this soft exterior is a complex optical decoding circuit which Datex claims to be far more accurate than conventional methods of detecting mouse movement.

I must confess, I did not notice any difference, however I'm sure there is some increase in reliability. The ball which fits snugly into the mouse's underside is not the rubber type some users may be familiar with. Instead, it is a small steel ball which unfortunately tends to slip and skid on very smooth surfaces.

In use

As the software loads, a large mouse appears on the screen and moments

later the work area appears, complete with four pull-down menus, brushtypes, fill patterns and control icons. Icons represented include: a pencil, spray can, paint roller, eraser, filled box, empty box, circle and text. Below the icons are the brush types, and to the far left of the screen is a selection of some twenty tile patterns with which you may fill areas. Colours for the border, ink and back-

ground may be modified using the function keys.

Using the Mouse's select button, a specific icon may be highlighted, thereby activating it. Brush types and fill patterns are chosen in much the same way. At the top of the screen are: Options, Extras, Line and Text. Each of these, when selected, offers a menu of additional functions. For example, from Options



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you may load and save your designs, clear the screen, select the mouse speed and add a title to your picture.

One feature which should have been included is the ability to modify the mouse movement ratio. As the software defaults, the mouse must be moved over an excessively large area relative to the area covered on the screen. On a cluttered desk, there just isn't the space for this sort of waste. I found myself continually lifting the mouse and replacing it at the start of my free desk space in order to move the pointer from one side of the screen to the other. This proved to be very awkward and somewhat clumsy.

Text may be mixed with graphics, however the variety of fonts and styles is very small. Italic or plain text, in either bold or normal sizes may be used. These were somewhat crude, with no option for modification or loading additional sets. Text may be mixed haphazardly with graphics, or by using the Gridon option, may be correctly aligned.

Space designated to the design area is approximately two thirds of the total screen size. This is only a small space by

I found myself continually lifting the mouse and replacing it at the start of my free desk space in order to move the printer from one side of the screen to the other.

comparison to most graphics programs, but most of the drawing options are fully fledged with complete control over brush types, shapes and fill patterns. In this area the Datex software is most impressive.

Brush types provide a variety of means of applying a particular pattern. Brush types of varying thickness may be chosen to provide the appropriate desired effect. By using the spray can, very interesting and effective applications of texture can be achieved.

While the paint and fill routines are exceptionally good, other areas seemed somewhat neglected. I was using an Epson compatible printer with a Cardco G-Wiz centronics interface which was working well with other software, yet I was unable to get the print option to work successfully. Loading and saving images proved difficult at times, especially without the ability to do simple disk housekeeping. It's often necessary to get a directory from the disk, or to for-

mat a new disk. These sorts of options are not normally difficult to include.

Occasionally the mouse was a little disobedient when using the pull down menu, requiring more than the usual persuasion to select an item. Sometimes it insisted on choosing the item above the one I wanted. This fault also occurred

when trying to select the printer function from the Extras menu and instead the Gridon option was selected immediately above my choice.

For detailed work, a slower mouse speed is selected. This provides a very accurate method of drawing, far exceeding the control provided by most other



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input mediums. Parts of the picture may be moved around using the Frame option. This is very useful when you discover that part of your drawing is in the wrong place and is a simple matter to re-position elsewhere.

Another interesting feature is the line menu. This allows you to control whether a line is to be inverted or overlap when it crosses another area. A selection can also be made between bold or dotted lines and ink or paper drawings. Both the paint and spray options are very fast. When using the paint option, the current tile pattern selected is used to fill the enclosed area. Keep an eye on this before you do any painting, as the wrong pattern in the wrong area is difficult to erase. An 'oops' option would have been invaluable.

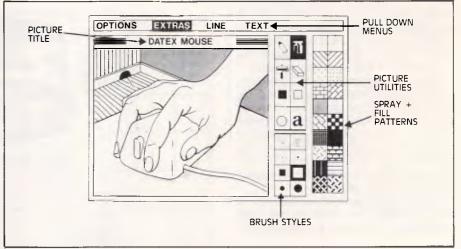
Conclusion

Overall, an impressive combination of software and hardware. Documentation is clear and concise, although it could be a little more comprehensive. The Vatex Optical Mouse is easily the best mouse package currently available for the Commodore 64, although I still see room for improvement. More power in the text



area, and better disk and printer access are essential. A few bells and whistles, such as zoom, mirror and rotate would also be appreciated. A professionally written and presented product nonetheless.

The Datex Optical Mouse is available from the Bit Shop, (02) 799 8525 and costs \$159.95.



Schematic showing main components and graphic display of the Optical Mouse.

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Segmented architecture

Bill Unsworth provides a definition of segmented architecture for the non-technical user, and considers its implications as larger memory becomes the 'norm'.

You will know from your microcomputer history books that the first microprocessor successfully used as the basis of a microcomputer was the Intel 8080. It was quickly superseded by the Zilog Z80 which could run 8080 software but was easier to design into products. Popular in parallel with the Z80 was the MOS 6502.

Nowadays only the low end micros use these processors, such as the Spectrum with the Z80 and the VIC/64 with the 6502. Machines since then have used either the Intel 8088 and similar

Data segment 64k

Program segment 64k

Fig 1 Microprocessor

processors (since 1981) or the Motorola 68000 (since 1984).

Memory addressing

Microprocessors basically work in the following way: they read an instruction from memory and store it inside themselves (in a 'register'). If the instruction requires more data, they also read that from memory and put that into data or general purpose registers. The instruction is then carried out. Unless the instruction itself just carried out specifies otherwise, the next instruction in memory is read in and the process is repeated. This description makes an assumption about the way memory works. We treat the memory as a linear stream of 'pigeon-holes', which can store instruction or data indiscriminately. We access any particular pigeon-hole by knowing its 'address'.

In general certain things are put into certain places in memory and this leads to the concept of a 'memory map'. Thinking again of memory as a sequential series of addresses, the designer will have preallocated certain addresses to hold certain things - Fig 2 shows an idealised memory map for a typical 8-bit micro. All the 8-bit micros mentioned above have 16 address bits. The 'pigeon-holes' that can exist as far as the processor is concerned go from address 0 to address 65,535. The latter number is of course 2 17-1 or 11111111111111 in binary. The processor can toggle up and down 16 lines to form unique addresses from 0-65,535 or 64k. You will also see addresses on memory maps expressed as hexadecimal numbers (to the base 16 rather than decimal to the base 10). To avoid confusion they are usually prefixed with a '\$' sign.

In Fig 2 part of the memory is used by ROM — that is, permanent memory not erased at power off. This will include the bootstrap (software to start the computer up, possibly including loading the DOS) and, particularly on the home micros, a Basic interpreter; then there is space for the DOS. Finally, there is space for the spreadsheet, database program or flight simulator. Usually there is a little

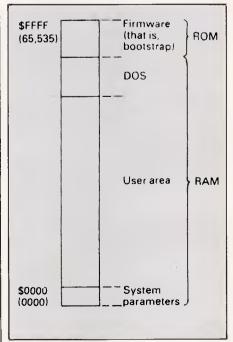


Fig 2 Memory map for an 8-bit micro

PROGRAMMING

bit of space at the bottom reserved for use for the microprocessor's own information. When you switch on, how does the microprocessor know where to start? This is usually done by the processor automatically loading from a fixed address in ROM the addresses of the first instructions it should execute.

Segmentation

Now let us look at what 'segmented' means. We know that the 0-64k address space is a fundamental limitation of the 8-bit processors. The processor has to be fooled by special electronics external to the processor if more memory is to be used. However, the limitation does go a bit deeper because other things also conform to this limit including, for example, the size of the registers inside the processor (sometimes 16-bit) and the way the machine code instructions work.

The logical way to address more memory is to increase the number bits and still have a linear sequence of addresses. However, this also involves a corresponding internal instruction set. But once such a design decision has been made you have completely cut yourself off from any previous software on an earlier processor: all the software — DOS's, languages, applications software — will need to be reworked.

Motorola with its 68000 family of processors decided *not* to attempt to keep compatibility with its 8-bit processor the 6800 (nor with its later 6809). Hence it could redesign as it wished.

Intel, however, decided that compatibility with its 8080 was of crucial importance and had to be maintained. The company did this by taking a larger memory map and segmenting it. On the 8088, 8086 and more recent 80286 (used in the IBM PC/AT) the memory is treated as 64k chunks. Rather than a single address, the address is combined from a segment base address and an offset address. The offset address is 0-64k and corresponds to the previous 8080 addressing range and so maintains compatibility.

The best way to think of the segmenting is to imagine the segment as a window onto the larger memory map. This window can be moved around and so access more than 64k, but in 64k chunks; in fact, the arrangement is rather more complicated than this with a number of pairs of segment register and offset register. Fig 3 illustrates this with the simplest arrangement of data segment and program segment, so we have a number of these windows that we can move around. Thus Intel maintained compatibility and provided à way to address more memory with minor program changes.

Problems

When IBM brought out the PC, its minimum model was 16k and on the main board you could expand it to 64k. The current models have either 64 or 128k and can be expanded on board to 256k. Further expansion is possible with plug-in boards. It can be seen that initial

'The best way to think of the segmenting is to imagine the segments as a window onto the larger memory map. This window can be moved around and so access more than 64k...'

software was written for 64k, then programmers found that extending it to 128k was easy. But the segmentation means that you cannot just let your program grow and just plug in more memory.

Memory seems set to keep on falling in price. The 256k chips are pretty well the 'norm' now and their cost per bit compares well with the older 64k chips. But 1Mbyte chips are just being sampled, and I would guess that most designs now being worked on would be able to use either 256k or 1Mbyte chips.

Will users want more memory? Again, the answer on past form must be an unqualified 'yes'.

Larger operating systems such as

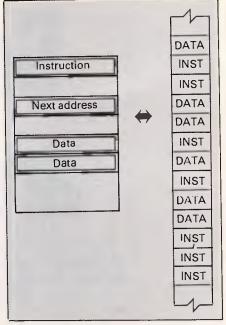


Fig 3 Segmented addressing

Concurrent DOS, Topview and Unix look set to become popular and, if multitasking and multi-user systems become accepted, they will require much more than 64k (that is, they will require at least 1 Mbyte RAM).

So how do you usefully use 1 Mbyte RAM on an 8088-based segmented architecture processor? The answer is to hold, somewhere in memory (in a fixed location), an index which says which sections of program or code are where. Depending on the type of program you could just preallocate specific data to specific locations. However, this gives



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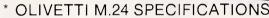
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PROGRAMMING

reasonable efficient programming as segment change is only needed whenever the type of manipulation change.

The writer of a compiler or interpreter has a more difficult problem, however his job is to allow the programmer to write software using labels, (that is, names such as 'Address' and 'Stock No') to refer to items of data rather than needing to know the segment and address of each item. The larger the amount of memory installed and the more complex the program, the greater the problem caused by the segmented architecture. The user will see this as a small program running fast, but larger and larger programs running slower and slower: if you double the amount of data in your spreadsheet you will find it taking more than twice as long (assuming it was efficiently coded in the first place).

Conclusion

Let's summarise then what segmented architecture means to the user as he needs to use more and more memory:
(a) If he has an application program that can manipulate larger amounts of data (that is, significantly more than 64k), it will run slower than an equivalent program on a non-sequented architecture

program. This has implications for Benchmarks. Thus a small Benchmark may run at the same speed as two different micros but if the Benchmark uses a lot more data, the Intel-based system will be much slower. A factor of five slow-down was recently quoted in *Byte* (see reference).

(b) Most languages running on the IBM PC are limited to 64k for data and 64k for

fact the arrangement is rather more complicated than this with a number of pairs of segment register and offset register.'

programs: for example, this applies to the Digital Research languages CBasic and Pascal MT+ running under CP/M-86 (8086,8088) and CP/M-68k (68000). If you must write larger programs or use more data, then you are forced to write assembler routines to handle segment indexing and addressing or even write the whole program in Assembler.

(c) No languages are available for the Intel-based micros that can handle arrays with more than 64k elements (see reference). This severely restricts the use of the PC for scientific, technical and statistical processing jobs, even though, with the add-on 8087 numeric processor, the PC and clones are pretty nifty for smaller jobs.

The reference from *Byte* is interesting in that the authors realised the problems only after they had bought a PC and proceeded to design their own Nat Semi 32032-based, add-on processor board! Not the best or most inexpensive way of solving the problem but a tribute to the IBM PC open architecture.

The IBM PC and clones did present a significant step forward when introduced in 1981. The architecture allowed the transfer of previous software; the 16-bit and faster processors gave higher performance than the 8-bit products. Memories of 128k and slightly higher were very useful and retained the performance advantage. However, as we move to 1 Mbyte and more as the norm, the PC, PC/AT and clones suffer from severe problems on performance and the ability to use efficiently the memory available.

Reference: T G Marshall, Byte, vol 10 No 9, September 1985.

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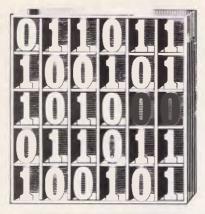
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68000 series floating point

The nine Datasheets this month are all from Terry Browning, and form a floating-point arithmetic suite which should be assembled in the order given. Asterisks mark displacements to destinations in other Datasheets inside the suite.

Terry was inspired to this task by the Z80 floating-point suite in May but, due to the differences between the Z80 and the 68000, his suite is not a straight translation of the Z80 format.

The 32-bit internal architecture of the 68000 series processors means that a floating-point number with 24-bit mantissa and 8-bit

exponent can be accommodated in a single data register, but no 68000 operations can be performed on three-byte values without affecting the fourth byte so the exponent of each number has to be transferred to a second register for processing. As byte operations always use bits 7-0, the exponent is stored as the lowest-order byte in the packed number.

With the exponent moved to another register, 32-bits are available for dealing with overflow and rounding bits that result from operations on the 24-bit mantissa. 68000 bits and byte manipulation can be a complex subject, which is why I have included some useful hints on how to do it in my new book, 68000 Machine Code Programming.

Any answers?

Terry would like to know why the square root algorithm works — this is a general problem. Many of the algorithms that have appeared in SubSet are not self-explanatory: we know they work and can be used on various precisions and formats, but have not

discovered why. Any short and clear explanations or references will be welcome.

Additions to the floatingpoint suite will also be helpful. Terry is primarily interested in routines to convert between binary and decimal floating-point formats for input and output so that he can convert the algorithms to Forth.

DATASHEET 1

| = ENTRY | Expand f.p. input numbers to working format. |
|------------------------------|--|
| JOB ACTION | To act as primary entry to floating point suite, save working registers on stack and expand f.p. compressed format numbers to working format. See comments. |
| CPU HARDWARE 180FTWARE | 68000-series None. Called by FPSUB, FPADD, FPMUL, FPDIV and FPSORT. |
| INPUT | DØ and D1 are two floating point numbers to the |

| OUTPUT I COUTPUT I C | | formats bits 31-B: 24-bit mantisma, bits 7-0: 8-bit mantisma, bits 7-0: 8-bit excess 128 exponent. DI to D5 are saved on stack. CCR (NZVC all cleared) is on stack top. D2.L = sign extended exponent of number D0. D3.L = sign extended exponent of number D1. D8(31-7) = expanded mantisma of number D0. D1(31-7) = expanded mantisma of number D1. D4 = sign extended exponent of zero number. None. D6 D1 D2 D3 D4 CCR 26 None. 44 Not given. | | |
|--|----------|---|---|----------------------|
| CLASS | | #discreet #reentrant | *interruptable *promab: *relocatable *robust | Læ |
| | | | | |
| NTRY | MOVEM. L | D1-D5,-(A7) | :Save registers used in | 48E7 7C 90 |
| | | | if.p. suite. | |
| | CLR.W | D2 | Form new CCR for stack | 4242 |
| | ROXL.B | #5,D2 | swith all flags but X | EB12 |
| | MOVE.W | D2,-(A7) | :cleared. | 3F 0 2 |
| 1 | MOVE.B | DØ.D2 | :Move exponent 1 to D2 and | 1499 |
| | EXT.W | D2 | isign extend. | 4882 |
| | CLR.B | DØ | :Clear mantissa i lo-byte | 4200 |
| | ASR.L | #1,DØ | and expand 24-bit mantissa | E280 |
| | BCHG | #30.D0 | sto 25-bit for easier | 0840 |
| | BUING | W3B,D B | toverflow checks. | 001E |
| ı | MOVE.B | D1,D3 | :Move exponent 2 to D3 and | 1601 |
| | EXT.W | D3 | ssign extend. | 4883 |
| | CLR.B | D1 | :Clear mantissa 2 lo-byte | 4201 |
| | ASR.L | #1.Di | rand expand 24-bit mantissa | E281 |
| | BCHG | #30,D1 | to 25-bit for easier | 0841 |
| | | · | soverflow checks. | 001E |
| | MOVE.W | #\$FF80,D4 | :Set D4 = sign extended | 38 3 C |
| | | | :"zero exponent". | FF80 |
| | MOVE. L | 22 (A7),-(A7) | :Move return address to top | 2F2F |
| | | | iof stack and return to | 8816 |
| | RTS | | imain f.p. routine. | 4E75 |

DATASHEET 2

| = EXIT > DZEXIT > NGEXIT > OVEXIT > UFEXIT > RESULT | Floating point exit routines Bet division by zero flag ar Set negative input flag and Bet overflow flag and exit. Set underflow flag and exit. Compress working format resu | nd exit. exit. |
|---|--|---|
| JOB ACTION | To provide exit points compresult or setting appropriat restoring working registers See comments. | e error flags and |
| CPU HARDWARE SOFTWARE | 68000-series None. ENTRY must have stacked regionder. | sters in the correct |
| INPUT | D0,D2 = f.p. result number (unknown error (all other ent Stack as after ENTRY with cl | ry points). |
| OUTPUT | reg/flag no error DØ result D1-A7 as before ENTRY X as before ENTRY N result state | error uncertain as before ENTRY as before ENTRY I if negative input I if division by 0 I if any error |
| STACK USE RAM USE | -26 None. | |

SUBSET

| CYCLES | | 58 Not given. | | |
|-------------|----------|---|---|--------------|
| CLASS | | #discreet #reentrant | *interruptable *promai *relocatable *robus | |
| DZEXIT | OR.W | ##86,(A7) | :Set stacked V & Z flags to | 0057 |
| | BRA | EXIT | schow division by zero, sthen exit. | 6684 662A |
| NGEXIT | DR.W | ##8A ₁ (A7) | :Set stacked V & N flags to | 0057 |
| | BRA | EXIT | then exit. | 6024 |
| DVEXIT | OR.W | ##82,(A7) | ISet only stacked V flag to | 9057 |
| | BRA | EXIT | ishow overflow error, ithen exit. | 6602 661E |
| I UFEXIT | OR.W | ##84, (A7) | :Set only stacked 2 flag to | 0057 |
| | MOVE. B | ##80.D0 | ishow underflow and iset result exponent to | 0004 1030 |
| | | *************************************** | 1"zero" value, | 0000 |
| | BRA | EXIT | :then exit. | 6014 |
| RESULT | CMP.B | ##80,D2 | :If result exponent is :zero. then use underflow | 0002 0000 |
| | BEQ | UFEXIT | to set Z and zeroise. | 67F@ |
| | ASL.L | #1,DØ | :Else compress result | E386 |
| | BCHG | #31,DØ | imantissa into highest | 8848 |
| | | | 13 bytes of D0. | 001F |
| | BNE | POSRES | :Show mantissa sign in | 6604 |
| | OR.W | ##85,(A7) | sstacked N flag. | 0057 |
| POSRES | MOVE. B | D2,D0 | :Store result exponent. | 1002 |
| EXIT | MOVE | (A7)+,CCR | Get result CCR. | 44DF |
| | MOVEM. L | | Restore registers, then | 4CDF |
| | | , | iclear return address | 003E |
| | ADDQ.L | #4.A7 | istacked by call to ENTRY. | 588F |
| | RTS | • | Exit f.p. system. | 4E75 |

| J08 | | justifying t | a working format f.p. number he mantissa with correcting | by lef |
|-------------------------------------|---|---|--|--|
| ACTION | 4 | See comments | o the exponent. | |
| CPU | | 68000-series | | |
| HARDWA SOFTWA | | None. UFEXIT. | | |
| INPUT | Γ | D2 holds sig D4 changed. D6 normalise | | onent. |
| ERRORS | 3 | D2 contains None. | exponent of normalised number | • |
| REG US | | DØ D2 D4 CCR | | |
| STACK RAM US | | None. | | |
| LENGTI | | 24 | | |
| | | | | |
| CYCLES | 3 | Not given. | | |
| CLASS | 1 | *discreet *reentrant | *interruptable *proma *relocatable *robus | |
| CYCLES | 1 | *discreet | | t |
| CLASS | 1 | *discreet *reentrant | *relocatable *robus | t |
| CLASS | 1 BVS MOVEQ | #discreet #reentrant | *relocatable *robus | 691 0 7817 |
| CLASS | BVS MOVEQ SUBQ ADD.L | *discreet *reentrant JUSTRR #23,D4 #1,D2 D0,D0 | #Felocatable #Fobus #### ############################### | 6910 7817 : 5342 D080 |
| CLASS | 1 BVS MOVEQ BUBQ | *discreet *reentrant JUSTRR #23,D4 | #Felocatable #Fobus #Skip if already justified. #Else set loop limit. #Decrease exponent and left #shift mantissa, until #roverflow (justified) or | 6910 7817 5342 D080 59CC |
| USTLP | BVS MOVEQ SUBQ ADD.L | *discreet *reentrant JUSTRR #23,D4 #1,D2 D0,D0 | #Felocatable #Fobus #### ############################### | 6910 7817 5342 D080 59CC |
| CLASS ****** JUSTFY JUSTLP | BVS MOVEQ SUBQ ADD.L | *discreet *reentrant JUSTRR #23,D4 #1,D2 D0,D0 | *Felocatable *robus 18kip if already justified. 1Else set loop limit. 1Decrease exponent and left 1shift mantissa, until 10verflow (justified) or 1count out (not justified). 1Skip if justified, else | 6910 7817 5342 D080 59CC |
| USTLP | BVS MOVEQ SUBQ ADD.L DBVS | *discreet *reentrant JUSTRR #25,D4 #1,D2 D8,D8 D4,JUSTLP | #Felocatable #Fobus #### ############################### | 6910 7817 5342 D080 59CC FFFA 6904 598F |
| CLASS | BVS MOVEQ SUBQ ADD.L DBVS BVS | *discreet *reentrant JUSTRR #23,D4 #1,D2 D0,D0 D4,JUSTLP JUSTRR | *Felocatable *robus 18kip if already justified. 1Else set loop limit. 1Decrease exponent and left 1shift mantissa, until 10verflow (justified) or 1count out (not justified). 1Skip if justified, else | 6910 7817 5342 D080 59CC FFFA 6904 598F |
| CLASS ****** JUSTFY | BVS MOVEQ SUBQ ADD.L DBVS BVS ADDQ.L | *discreet *reentrant JUSTRR #23,D4 #1,D2 D0,D0 D4,JUSTLP JUSTRR #4,A7 | #Felocatable #Fobus #### ############################### | 6910 7817 5342 D080 59CC FFFA |
| CLASS ****** JUSTFY | BVS MOVEQ SUBQ ADD.L DBVS BVS ADDQ.L SRA | #discreet #reentrant JUSTRR #23,D4 #1,D2 D0,D0 D4,JUSTLP JUSTRR #4,A7 UFEXIT | *relocatable *robus **Skip if already justified. **Else set loop limit. **Decrease exponent and left **shift mantissa, until **rowerflow (justified) or **round out (not justified). **Skip if justified, else **roturn address and **rexit with underflow. | 6910 7817 5342 D080 59CC FFFA 6904 588F 60C6 |

| = FORMAT | Round and justify f.p. number. |
|----------------------|--|
| | |
| JOB ACTION | To round and justify working format f.p. number. See comments. |
| - | One Commencer |
| CPU | 68000-series |
| HARDWARE SOFTWARE | None. JUSTFY, RESULT, UFEXIT, OVEXIT. |
| | |
| INPUT | DO holds expanded 25-bit floating point mantissa |
| OUTPUT | D2 holds sign extended floating point exponent. |
| OUTEUT | D1 and D4 changed. V=0: D0 rounded to 24-bit value and normalised. |

| D2 contains exponent of normalised number V=1: overflow error; D0,D2 uncertain. IERRORS None. ISTACK USE D0 D1 D2 D4 CCR ISTACK USE None. ILENGTH 18 ICYCLES Not given. CLASS 1 *discreet *interruptable *promable *robust | | mber. | | | | |
|---|--------|----------|---------------------|----------|------|---|
| | | | | | | |
| FORMAT | BSR | JUSTFY | . 7 | | 61E6 | _ |
| r urma i | | | Justify, then rous | | | * |
| | MOVEQ | #\$40,D1 | sany set bit in le | | 7240 | |
| | ADD.L | D1,D0 | Isignificant place | | DØ81 | |
| | BSR | JUSTFY | ithen justify again | η. | 61E0 | * |
| | ASR. W | #1,D2 | :Test exponent by | shifting | E242 | |
| | ROXL.B | | sand back to origin | | | |
| | BVC | RESULT | staking the exit | prece | ABBC | |
| | BCS | UFEXIT | sappropriate to the | | 45BØ | |
| | | | | | | |

| = XTS | GN | Extract manti | ssa sign & make absolu | ite. |
|--|--|---|---|---------------------------------|
| :JOB To compute the product or quotient sign of the product or quotient sign of the product of quotient sign of quotient | | | | |
| CPU | | 68000-series | | |
| HARDW | ARE | None. | | |
| SOFTWARE None. | | | | |
| I INPUT OUTPUT I ERRORS REG USE STACK USE RAM USE LENGTH CYCLES | | DØ and Di cobit 31,D4 = None. DØ DI D4 CCR None. 28 Not given. | ntain two's complement ntain absolute values. sign(D0) EOR sign(D1). | |
| CLASS | _ | *discreet | | |
| ! | MOVEQ | #1,D4 DØ NXTS1 | :Clear result sign. :Test ist number and :if positive (absolut | te), 6A8 and 448 |
| XTSIGN I | BPL NEG.L | DØ | relse make absolute a | 444 |
| 1 | BPL. | | relse make absolute a rchange result sign. | 444 |
| 1 | BPL NEG.L NEG.W | DØ D4 | :Test 2nd number and | skip 4AE |
| 1 | BPL NEG.L NEG.W TST.L BPL | DØ D4 D1 NXTS2 | :Test 2nd number and if positive (absolute | skip 4AE |
| | BPL NEG.L NEG.W TST.L BPL NEG.L | DØ D4 D1 NXTS2 D1 | ichange result sign. Test 2nd number and if positive (absolutielse make absolute (| skip 4AE te), 6AE and 44E |
| 1 | BPL NEG.L NEG.W TST.L BPL | DØ D4 D1 NXTS2 | :Test 2nd number and if positive (absolute | skip 4AE te), 6AE and 44E |

| > FPADE | | Floating point subtraction. Floating point addition. To subtract or add two f.p. numbers, returning correctly normalised result or error information. See comments. | | | |
|---------------------------|-------|--|------------------|--------------|------|
| JOB ACTION | | | | | |
| CPU HARDWAF SOFTWAF | | 68000-series None. ENTRY, RESUL | T, JUSTFY, FORMA | AT. | |
| INPUT | | DØ = ist num | ber, Di = 2nd nu | ımber. | |
| OUTPUT | | reg/flag | no error | error | |
| | | DØ | result | uncertain | |
| | D1-A7 | unchanged | unchanged | | |
| | X | unchanged | unchanged | | |
| | | N | result state | 0 | |
| | | Z | result state | 0 | |
| | | Ÿ | 0 | 1 = overflow | |
| | | C | 0 | 0 | |
| ERRORS | | None. | | | |
| RE8 USE | | DØ D1 CCR | | | |
| BTACK L | JSE | 30 | | | |
| RAM USE | | None. | | | |
| LENGTH | | 62 | | | |
| CYCLES | | Not given. | | | |
| CLASS | 1 | *discreet | *interruptabl | | |
| ***** | | *reentrant | *relocatable | *robus | t |
| | | | | | |
| PBUB 1 | BBR | ENTRY | :Convert input | | 6100 |
| | | | :expanded work | | FF58 |
| | CMP.W | D4,D3 | :If 2nd no. = | | B644 |
| | 9EQ | RESULT | swith 1st no. | as result, | 679C |

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SUBSET

| | EXB | D2,D3 | sand negate new 1st number | C543 | |
|--------|--------|---------|----------------------------|---------------|---|
| | NEG.L | Dei | ifor addition of negative | 4489 | |
| | BGR | JUSTFY | ivalum, justify it and | 6182 | 4 |
| | BRA | FPADDX | igo to addition test. | 6010 | |
| 1 | | | | | |
| FPADD | BSR | ENTRY | Convert input numbers to | 6100 | |
| | | | expanded working format. | FF52 | 4 |
| | CMP.W | D4.D2 | :Test 1st number and if no | B444 | |
| | BNE | FPADDX | :0 then skip. else | 6608 | |
| | MOVE.L | D1 , D@ | :2nd number is result, so | 2001 | |
| | MOVE.W | D3,D2 | imove to result registers | 3403 | |
| | BRA | REGULT | sand exit with result. | 600E | 4 |
| 1 | | | | | |
| FPADDX | CMP. W | D4,D3 | : If 2nd number = 0 then | B644 | |
| | BEQ | RESULT | result is 1st number, else | 678A | 4 |
| | CMP.W | D3,D2 | test magnitudes, placing | B443 | |
| | BBE | ADDNUM | :largest in result | 6CØ4 | |
| | EXG | DØ, D1 | registers, DØ & D2. | C141 | |
| | EXG | D2,D3 | 1 | C543 | |
| 1 | | | | | |
| ADDNUM | MOVE.W | D2,D4 | :Get exponent difference | 3802 | |
| | SUB. W | D3,D4 | in D4 for later shift | 9843 | |
| | CMP.W | #24,D4 | scount, but test for | BC44 | |
| | | | ishift count exceeding | 0016 | |
| | BHI | REGULT | precision, if so exit | 62 00 | |
| | | | :with result = 1st no. | FF78 | |
| | ASR.L | D4,D1 | Make 2nd mantissa same | EBA 1 | |
| | ADD.L | D1,D@ | corder as 1st and add it | DØ81 | |
| | BRA | FORMAT | ithen format and exit. | 6 0 86 | |

| = FPML | JL. | Floating poi | nt multiplicatio | n- | |
|------------------|-----------------|---|--------------------------------------|---------------------------|----------------|
| JOB ACTION | 4 | To multiply normalised r See comments | two f.p. numbers esult or error i | , returning conformation. | rrectly |
| CPU | | 68 000 -series | | | |
| HARDWA BOFTWA | | None. | T, XTBIGN, FORMA | т. | |
| INPUT | | | icand, Di = mult | ipli e r. | |
| DUTPUT | Ĩ | reg/flag DØ | no error product | error uncertain | |
| | | D1-A7 | unchanged | unchanged | |
| | | X | unchanged | unchanged | |
| | | N | result state | 0 | |
| | | Z | result state | 0 | |
| | | ٧ | 0 | 1 = overflow | |
| Sone: | | C | 0 | 0 | |
| ERRORS REG US | | None. DØ D1 CCR | | | |
| STACK | | 20 DI CCK | | | |
| RAM US | | None. | | | |
| LENGTH | | 52 | | | |
| CYCLES | 3 | Not given. | | | |
| CLASS | 1 | *discreet | #interruptabl | e *promab | 1. |
| **** | | *reentrant | *relocatable | #robust | |
| | | | | | |
| PMUL | BSR | ENTRY | :Convert input | numbers to | 6100 |
| | | 2.71117 | sexpanded work | | FF26 4 |
| | | | · | - | |
| | CMP.W | D4,D2 | :Test 1st no. | | B444 |
| | BEQ | UFEXIT | iif so, exit v | | 6700 FF5E + |
| | | | ico recurn zer | o result. | FFJE 1 |
| | CMP.W | D4,D3 | :Test 2nd no. | for zero and | B644 |
| | BEQ | UFEXIT | sif so, exit v | ia underflow | 6700 |
| | | | ito return zer | o result. | FF52 1 |
| | BSR | XTSIGN | :Get absolute | values and | 6196 |
| | | | | | |
| | MOVE.W CLR.L | D4,-(A7) D5 | istack product | | 3F64 |
| | MOVEQ | #24,D4 | :Clear product :Bet mul loop | | 4285 7818 |
| | | | 1011 mai 100p | | , 0.0 |
| 1ULOOP | | DI,D1 | Test next mul | | D261 |
| | BCC | MULPNA | iskip if no ad | | 6402 |
| # # DNA | ADD.L LSR.L | DØ,D5 #1DØ | relse add mult | iplicand. | DAGO |
| ILICIT PRIM | DBRA | D4,MULDOP | #8hift multip! | | E288 51CC |
| | , | (1.102.00. | iensuring corr | | FFF6 |
| | | | | _ | |
| | ADD.W | D3,D2 | 1Add exponents | • | D443 |
| PODCT | MOVE.L | D5.D0 | :Put mantisma | in result co- | 2005 |
| NODE I | TST.W | (A7)+ | and test resu | | 4A5F |
| | BMI | PRODMI | ito 1 negate i | | 6B02 |
| | NEG.L | DØ | :Negate at lea | | 4480 |
| | | | | | |
| PRODMI | | DØ FORMAT | igive correct iExit through | V flag. | 4480 |

| DATASH | IEET 8 | |
|---------|---|--|
| = FPDIV | Floating point division. | |
| ı JOB | To divide two f.p. numbers, returning correctly | |

| ACTION See | | See comments | esult or error i | | |
|------------|-----------------|--|---|--|------------------------|
| | | 68000-series None. ENTRY, DZEXIT, UFEXIT, XTSIGN, PRODCT (in FPMUL). | | | |
| INPUT | | DØ = dividen | d, D1 = divisor. | | |
| ERROR | 5 | rmg/flag DØ D1-A7 X N Z V C None. | no error quotient unchanged unchanged result state result state 8 | error uncertain unchanged unchanged 0 1 = division 1 = error fla | |
| REG U | USE | DØ D1 CCR 30 | | | |
| LENGTI | н | None. 50 Not given. | | | |
| CLASS | | *discreet *reentrant | #interruptab #relocatable | | |
| PDIV | BSR | ENTRY | :Convert inpu :expanded wor | | 61 69 FEF2 |
| | CMP.W | D4,D3 | : If 2nd numbe | | B644 |
| | BEQ | DZEXIT | rexit setting | 'division by flag. | 67 00 FF18 |
| 1 | CMP.W | D4 , D2 | :If 1st numbe | r = 0 then | 8444 |
| | BEQ | UFÉXIT | :exit via und :return zero | | 6700 FF24 |
| • | BSR | XTSION | :Get absolute | | 61 00 FF72 + |
| | MOVE.W | D4,-(A7) | isign on stac | k for later. | 3F@4 |
| | MOVEQ LSR.L | #24,D4 #1,D0 | Set div loop | count. end to prevent | 7818 E28 8 |
| | ADDQ. W | #1,D2 | serroneous ov | | 5242 |
| DIVLP | SUB.L | D1 , D@ | :Try to subtr | | 9661 |
| | BCC | DIVOK | iskip if subt | raction okay, | 6402 |
| DIVOK | ADD.L ADDX.L | D1,D0 D5,D5 | :else add div :Shift result | | DØ81 DB65 |
| PIANK | ADD.L | DØ, DØ | :Shift divide | | DØ6Ø |
| | DBRA | D4 , DIVLP | :and repeat 2 | | 51CC FFF8 |
| | | | iensurs corre | cc rounding. | rrr 6 |
| | NOT.L | D5 | :Correct comp | | 4685 |
| | ASL.L | 07,D5 | | e to position. | EF85 9443 |
| | SUB.W BRA | D3,D2 PRODCT | :Subtract exp | | 60BE + |

| = FPS | QRT | Floating poi | nt square root. | | |
|----------------|-----------------|------------------------------|-------------------------------|----------------------|--------------|
| JOB | | returning co | he square root o | | |
| ACTIO | N | information. See comments | | | |
| CPU | | 68000-series | L | | |
| HARDW SOFTW | | None. ENTRY, UFEXI | IT, NGEXIT, FORMA | т. | |
| INPUT | | D0 = square. | | | |
| DUTPU | Т | reg/flag | no error | error | |
| | | DØ | root | uncertain | |
| | | D1-A7 | unchanged | unchanged | |
| | | X | unchanged | unchanged | |
| | | N Z | 0 root state | 1 = negative | input |
| | | ý | POOT STATE | 1 = ===== 41: | |
| | | č | 8 | 1 = error fla | -9 |
| ERROR | 6 | None. | _ | • | |
| REG U | BE . | DØ CCR | | | |
| STACK | | 30 | | | |
| RAM U | | None. | | | |
| LENGT | | 80 | | | |
| CYCLE | B | Not given. | | | |
| CLASS | | #discreet #reentrant | #interruptabl #relocatable | e *promat *robusi | |
| PSORT | BSR | ENTRY | :Convert input | number to | 6100 |
| | | | sexpanded work | | FEC8 |
| | CMP.W | D4,D2 | ilf square = 0 | then exit | B444 |
| | BEQ | UFEXIT | :via underflow | | 6700 |
| | | | ireturn zero r | oot. | FEF6 |
| | TST.L | DØ | IIf square is | negative | 4888 |
| | BMI | NGEXIT | then exit set | | 6B00 |
| | | | i'negative inp | ut" flags. | FEE 6 |
| | | | | | |
| | ADDQ. W | #1.D2 | Root exponent | by rounding | 5242 |
| | ADDQ.W ASR.W | #1,D2 #1,D2 | Root exponent and halving, | | 5242 E242 |

| ı | ASL.L | #1,DØ | teven. | E380 |
|--------|---|---|--|--|
| SQRTNS | ROL.L MOVEQ MOVE.B CLR.B | #6,D0 #6,D1 D0,D1 D0 | Move mantissa into low sbyte D1 and high word D0, sclearing all other bytes sof D1,D0. | E198 7200 1200 4200 |
| , | MOVEQ MOVEQ | ##40,D3 #23,D4 | :Set initial subtrahend. :Set root loop count. | 764Ø 7817 |
| SQLOOP | SUB.L | D3,D1 | :Try subtracting part root | 9283 |
| _ | BCC ADD.L | SQLSUB D3,D1 | <pre>:and skip if okay, else :add back.</pre> | 6402 D283 |
| SOLSUB | ROXR.B ADDX.L EOR.W | #1,D3 D3,D3 #\$100,D3 | :Shift part root up one splace getting corrected result in bit 8, leaving sbit 6 met. | E213 D783 ØA43 Ø100 |
| | ADD.L ADD.L ADD.L ADDX.L DBRA | D0,D0 D1,D1 D0,D0 D1,D1 D4,SQLOOP | :Shift next bit pair of :square remainder up into :place. : :Repeat 24 times giving :24-bit chopped root. | D080 D381 D080 D381 51CC FFEB |
| | ROXR.L LSR.L CMP.L BCS OR.B | #1,D1 #1,D3 D3,D1 SQRTNX ##40,D3 | *Extract last bit :for rounding. : | E291 E288 B283 6504 0003 |
| SQRTNX | MOVE.L BRA | D3,DØ FORMAT | :Move root to result reg :and exit after formatting. | 0040 2003 6000 FEF2 * |

END

ध ध ध ध Important information Dot Motrix Printer owners This is a demonstration of what is possible with a dot matrix printer and DOT MATRIX GRAPHICS in which Casi programmes are presented which will enable the user to build fonts like these. Bifferent combinations of these can produce impressive documents interesting manuscripts also tailor rade greeting cards, diplomas eler rate scence effects and portraits 10 DE FOR FURTHER INFORMATION WRITE TO JOMAR BOOKS, 10 BATEMAN STREET, STRATHPINE,

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Unlike the "copy-cards" which only copy "single load" progams, EDD copies the entire disk.

This would be similar to hooking up two cassette recorders, playing

from one, and recording to the other.
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Page 156 Australian Personal Computer

Interpretative Logo

Harvey Mellar concludes his Teach Yourself Logo series by putting the language into practice: he writes a mini-Logo interpreter in Logo.

In this final part of the Logo series, I'll describe Logo using Logo itself. I am going to write a mini-Logo interpreter in Logo. This kind of circularity is not as silly as it may sound; after all, we do it all the time with human languages.

Two major benefits are expected to come from writing this interpreter. Firstly, a better understanding of how Logo works. Secondly, I'll be developing an outline for a real Logo interpreter, which could form the basis for writing the interpreter in another language.

The interpreter will deal with the Logo fundamentals such as list processing, conditionals, attaching values to inputs, controlling recursion and defining new procedures, but will omit a lot of the frills.

Given these basic features, you could go on to write procedures in mini-Logo that would expand its capabilities to resemble those of a full Logo.

Clearing the ground

Before going on to a detailed description of the interpreter, it's worthwhile having a quick look at a few 'helping' operations and some new primitives that are used by the program.

Within the interpreter, several sets of values are stored as 'association lists'. A simple example of an association list would be a list of company personnel together with their telephone extension numbers. We might have Jones on extension 325, Smith on 643, and so on. Each name is associated with an extension number, so the telephone list is a collection of pairs such as [JONES 325] and [SMITH 643]. Within these pairs the first part (the name in this case) is referred to as the key, and the second part (the extension number here) as the value. The telephone 'association list' is the list made up of these pairs [[JONES 325] [SMITH 643]].

We shall only need to perform two kinds of operations on association lists — adding a new pair to the list, and looking up the value corresponding to a particular key.

M.ADD adds a new element to a list, TO M.ADD :KEY (VALUE :ALIST OUTPUT FPUT LIST :KEY :VALUE :ALIST

END

As an example, M.ADD "ALLEN 543 [JONES 325] [SMITH 643]] would output [[ALLEN 543] [JONES 325] [SMITH 643]].

Looking up values is done by M.EN-TRY. This either returns a list composed of the key together with its value, or it returns the empty list if the key is not in the list.

TO M.ENTRY: KEY: ALIST

IF EMPTY? :ALIST THEN OUTPUT []
IF :KEY = FIRST FIRST :ALIST THEN
OUTPUT FIRST :ALIST

OUTPUT M.ENTRY : KEY BUTFIRST : ALIST

END

There are two other 'helping' functions used in the program — M.BUT and M.REMOVE.QUOTES.

TO M.BUT: N:LIST

$$\begin{split} & \mathsf{IF}: \mathsf{N} = \mathsf{0} \; \mathsf{THEN} \; \mathsf{OUTPUT} \; \mathsf{:LIST} \\ & \mathsf{OUTPUT} \; \; \mathsf{M.BUT} \; : \mathsf{N} \; - \; \mathsf{1} \; \; \mathsf{BUTFIRST} \\ & : \mathsf{LIST} \\ \end{split}$$

END

M.BUT is an extension of BUTFIRST; it is used to remove several elements from the front of a list. M.BUT 3 [A B C D E] returns [D E] — the list minus its first three elements.

TO M.REMOVE.QUOTES :LIT IF WORD? :LIT THEN IF FIRST :LIT = "
" THEN OUTPUT BUTFIRST :LIT OUTPUT :LIT

END

M.REMOVE.QUOTES is used to remove the quotes from the front of a word. This procedure is needed as Logo is somewhat inconsistent in the way it handles words. Numbers are regarded as words and yet they do not need to be preceded with the quote sign like other words.

M.REMOVE.QUOTES removes the "from any word which has it, but leaves other inputs untouched.

I've introduced three new primitives in this program, but none of them involve any very new ideas.

LOCAL enables you to declare a variable as local to a procedure.

SENTENCE takes two inputs and puts them together to make a list, which is slightly different in effect from FPUT. FPUT [A] [B C] produces [[A][B C]] whereas SENTENCE [A] [B C] produces [A B C].

ITEM is used to get at an element of the list other than the first. ITEM 3 (A B C D E) returns the third element of the list, that is, C.

The interpreter

All procedures used to implement the interpreter begin with M. (for example, M.RUN, M.APPLY) and all primitives in the mini-Logo begin with * (for example, *FIRST, *DEFINE).

The interpreter only deals with a few primitives and it makes some simplifying assumptions about the form of its input, so I'll explain first what it can and can't do.

The interpreter implements the operations *FIRST, *BUTFIRST, *FPUT, *EMPTY? and the commands *OUT-PUT, *IF, *STOP, *DEFINE, and *PRINT.

A single line of direct input, or any line of a procedure, must consist of a command optionally followed by one or more operations together with their inputs. For example, *PRINT *FPUT *BUTFIRST [X Y Z] *FIRST [[A B C] [D E F]].

*IF is a command, although in standard Logo IF can be either a command or an operation. It must be followed by three lists: the first represents the condition; the next the action to be performed if the condition is true; and the last the action if the condition is false. The action parts must either be of the same form as a line of input or be the empty list. For example:

*IF [*EMPTY? [A F]] [*PRINT "YES] [*PRINT "NO]

The mini-Logo does not include an editor; procedures are defined using *DEFINE. The format used is shown by this example:

*DEFINE "TRI [[:LIST] [*PRINT :LIST]

TEACH YOURSELF LOGO

[*IF [*EMPTY?:LIST] [*STOP] []] [TRI *BUTFIRST:LIST]]]

which corresponds to the more normal way of writing the definition:

*TO TRI :LIST *PRINT :LIST

*IF [*EMPTY? :LIST] [*STOP] [] TRI *BUTFIRST :LIST

END

The definitions of procedures are kept in a global variable called PROCE-DURES. This is an association list in which the procedure name is the key, and the value is the text of the procedure definition. One item of PRO-CEDURES might be:

[TRI [[:LIST] [*PRINT:LIST] [*IF [*EMP-TY? :LIST] [*STOP] []] [TRI *BUT-FIRST:LIST]]]

There are two other global variables used in the program:

PRIM.LIST — this is an association list consisting of the names of the primitive operations of mini-Logo together with the number of inputs they take.

DONE — this is a flag indicating when a *STOP command has been met.

The values of local variables (or inputs) are kept in a local variable called VARS. This is another association list in which each element consists of the name of the variable plus its value.

How the program works

To start the interpreter for the first time use M.SETUP; this initialises PRIMLIST and clears out the procedure list before it calls M.LOGO. To keep the procedure definitions from a previous time, you would simply begin with M.LOGO.

M.LOGO prints a prompt, receives a line of input from the keyboard, and sends it for evaluation to M.RUN. The other input to M.RUN represents the association list containing the variables, which is initially empty. M.RUN will always return a value. This value should be the empty list if everything is OK: if anything else is passed back, an error message is given by M.REPORT.

M.RUN does much of the heavy work of the interpreter. It evaluates the first element in the input line and decides how to proceed with evaluating the rest of the elements in the line. There are five possibilities:

1) The line is empty, in which case it

stops and outputs [].

- 2) The first element is a constant (M.CONSTANT? is used to check for this), in which case it leaves it alone (other than stripping the quotes from before words) and adds the result onto a list formed by evaluating the rest of the line.
- 3) The first element is a variable, in which case it replaces the variable by its





value. It is the task of M.VALUE to determine this value or signal an error if there isn't one. The result is added onto a list formed by evaluating the rest of the line.

4) The line is a conditional. It depends on the result of evaluating the condition as to which of the other two lists is evaluated. The task of running the correct set of actions is handled by M.IF.

Look closley at how M.IF works. The first thing done is (M.RUN:COND) and this either has the result [TRUE] or [FALSE]. The first element of this result is then TRUE or FALSE. The trick is to treat this result as a variable name and get the value associated with it by using THING. This gives one of the action lists, which can then be run by M.RUN.

5) None of the above apply, so the first element must be the name of a procedure (whether primitive or user-

defined). It evaluates the rest of the line and passes the result over to M.APPLY so that it can apply that procedure to the list of inputs.

Within M.APPLY there are three sets of options:

- 1) The procedure is a primitive command, in which case it is carried out and processing is halted by outputting a value (usually []). *DEFINE causes a call to M.DEFINE which adds the definition to the front of the list PROCEDURES.
- 2) The procedure is a primitive operation, in which case the operation and its inputs are replaced by their result within the input line, and the new line is output. This involves determining from PRIM.LIST how many inputs the operation is supposed to have.

3) The procedure is a user-defined procedure; in this case the task is passed over to M.APPLY.PROC.

M.APPLY.PROC calls on M.DEFN to

TEACH YOURSELF LOGO

```
MAKE "PRIMILIST COMPIRST 13 COSUTETRST 13 COFPUT 23
CHEMPTY? LII
  MAKE "PROCEDURES ()
 N.LOGO
 END
 70 H.LOGD
  I RUN THE NEXT LINE INPUT FROM THE KEYBOARD
  | BETTING THE LIST OF LOCAL VARIABLES TO E)
  H. REPORT H. RUN REQUEST ()
  N_LOGO
 END
 TO MUREPORT I REBUILT
  IF NOT EMPTY? (RESULT THEN PRINT LYOU DON'T SAY WHAT TO BO
WITH RESEATS
 END
 TO H.RUN 19 IVARS
  I EMPTY
  IF EMPTY? IS THEN OUTPUT ()
  LOCAL "SYMBOL LOCAL "RESY
  MAKE "SYMBOL FIRST 18
  MAKE "REST BUTFIRST IS
  IF M. CONSTANT? ISYMBOL THEN OUTPUT FPUT CH. REMOVE, DUOTES
19YHROL ) : H.RUN IPEST IVARS /
  IF FIRST : SYMBOL = ": THEN OUTPUT FPUT ( M. VALUE BUTFIRST
ISYMBOL : VARS + ( M.RUN IREST : VARS )
  IF ISYMBOL . THIF THEN OUTPUT H. IF I FIRST INSET | I ITEM 2
IREST ) ( ITEN 3 IREST ) IVARS
  OUTPUT N. APPLY : SYMBOL ( M.RUN : REST : VARS | : VARS
 END
 TO N. CONSTANT? . X
 IF NUMBER? IX OUTPUT "TRUE
  IF LIST? IX OUTPUT "TRUE
```

```
LOCAL "VAR
 HAVE "VAR H. ENTRY INAME I VARS
 IF EMPTY? ( VAR THEN ( PRINT ITHERE IS NO NAME) (NAME )
TOPL FUEL
 DUTPUT LAST IVAR
END
  MAKE "PROCEDURES M. ADD | FIRST 15 | ( LAST 15) IPROCEDURES
  ( PRINT FIRST (8 "DEFINED )
TO M. LE LOOND LITRUE LEALBE
 DUTPUT M. RUN THING FIRST ( M. RUN + COND + VARS ) + VARS
 TO H.APPLY IPROC I INPUTS I VARS
  LOCAL "RESULT LOCAL "NUMB
  PRIMITIVE COMMANDS
  MAKE "DONE "FALSE
  IF :PRDC - *DEFINE THEN H. DEF(NE :INPUTS DUTPUT ()
  IF :PROC = "*BTOP THEN MAKE "DONE "TRUE QUIPUT 1]
  IF IPROC - "*PRINT THEN PRINT | INPUTS OUTPUT ()
  IF IPROC . " DUTPUT THEN OUTPUT LINFUTS
  I PRIMITIVE OPERATIONS
  IF IPROC - "FIRST THEN MAKE "RESALT FIRST FIRST LIMPUTS
  IF IPROC - "BUTFIRBY THEN HAVE "RESULT BUTFIRBY FIRST
  IF . PROC - ** FPUT THEN MAKE "PEGULT FPUT FIRST . INPUTS ITEM
- IMPLITE
  IF IPROC - "*EMPTY" THEN NAKE "RESULT EMPTY" FIRST INPUTS
  I REPLACE THE OPERATION AND ITS INPUTS
  I WITHIN IN THE LIST BEING INTERPRETED
  BY THEIR RESILLT
  MAKE "NUMB M. ENTRY : PROC : PRIM.LIST
  I NUMB CONTAINS A VALUE IF IPROC IS A PRIMITIVE OPERATION
OTHERWISE IT WILL BE EMPTY
```

```
IF MAY EMPTY? INCHES THEN OUTPUT FPUT IREBULT M. BUT ( LAST
 . GET DEFINITION
 DUTPUT M. APPLY, PROC : PROC : IMPUTS : VARS
 TO H. APPLY, PROC + PROC + TNPUTS + VARS
 LOCAL "PROCEDURE LOCAL "NUMB
  HAKE *PROCEDURE H. DEFN & PROC
  HAVE "NUMB COUNT FIRST I PROCEDURE
  I REPLACE THE PROCEDURE AND ITS INPUTS
  I WITHIN THE LIST BEING INTERPRETED
  1 BY THEIR REBULL
FIRST (PROCEDURE (INPUTS (VARS ) | CH.BUT (MURB (INPUTS)
  LOCAL "DEFN
  MAKE "DEFN M. ENTRY INAME I PROCEDURES
  IF EMPTY? LOEFN THEN I PRINT (THERE IS NO PROCEDURE NAMED)
INAME ) TOPLEVEL
  DISTRICT LAST (DEEN
  LOCAL "RESULT
  IF EMPTY? (LIST THEN DUTPUT ()
  I RUN NEXT LINE OF THE PROCEDURE
  MAKE "RESULT H. RUN FIRST :LIST :VARS
  IF LOOME THEN MAKE "DOME "FALSE OUTPUT (1)
  I RUN THE REST OF THE PROCEDURE
  DUTPUT N. RUN. PROC BUTFIRST ILIST IVARS
 TO H.ASSIGN INAMES IVALUES IVARS
  IF EMPTY? INAMES THEN OUTPUT EVADO
  DUTPUT M. ASSISM + BUTFIRST (MANES ) + BUTFIRST (VALUES )
M. ADD BUTFIRST FIRST INAMES FIRST IVALUES IVARS
```

look up the definition of the procedure or give an error message if it is not found. The definition of the procedure together with the values of its inputs (which are assigned to the local variables by M.ASSIGN) are sent to M.RUN.PROC to evaluate, and the result is used to replace them within the input line.

A mini-Logo interpreter written Logo

M.RUN.PROC calls upon M.RUN to run the procedure line by line, keeping a look-out for the DONE flag being set, indicating the end of a procedure.

We could hardly hope to write a full interpreter in so short a space. There are a number of problems with the program, some of them quite major, others fairly minor. Here's a few to be going on with:

- 1) There are no turtle graphics and no arithmetic. The arithmetic is the bigger problem, particularly if infix operations are required.
- 2) We have, in effect, made all commands into operations, since everything passes back a result even if it is only the empty list. Advocates of functional programming might well

claim that this is no bad thing!

- 3) New procedure definitions are added at the front of the list PROCE-DURES they do not replace old definitions of the same name, as they should.
 - 4) There is almost no error handling.
- 5) Each mini-Logo primitive has a fixed number of inputs, whereas in standard Logo many primitives can have a variable number of inputs.
- 6) I have not touched the problem of global variables, or that of changing the value of variables within a procedure by using MAKE.

I've left plenty for you to do!

Conclusion

My intention in this series has not been to give you examples of perfect Logo programs which you can copy, but rather to give starting points for exploring and developing new programs. I have taken a few ideas to some depth because it is important to point out just how Logo could be used to deal with them.

Logo's strengths lie in its ease of use and its power. It has limitations, the most obvious of which are its slowness and greediness for memory. More fundamental criticisms of the language attack it for having moved away from the pure 'functionalism' of Lisp towards becoming a more procedural language. At the moment, Logo is primarily a language for learning, for experimentation, and for having fun with.

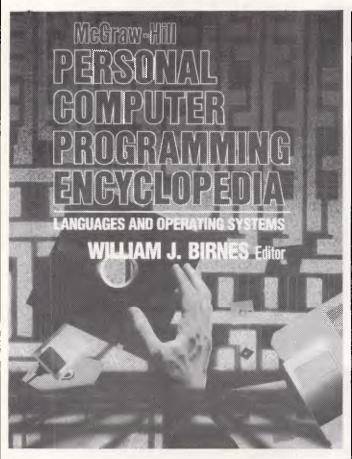
Four years ago Logo was an almost unknown language outside university education departments. Today all major personal computers have a version of it, and many companies now bundle Logo as well as Basic with their home machines—for example ACT, Amstrad and Atari. In another four years, perhaps it will be Basic that is the virtually unknown language.

This is part six of six-part series.

END



David Taylor wades through an impressive encyclopaedia for Apple's impressive Mac and is told what's what in peripherals, in this month's review of computer literature.



Wotta lot I got!

This whopping tome makes a number of assumptions. It assumes for a start that you might find a small pantechnicon to help you cart it home. It assumes you'd like a fistful of loosely connected essays outlining the first principles of program design, graphics, robotics or how chips are arranged. assumes you might find it handy to have listed in one vast, door-stopping volume the principal commands of no fewer than 19 programming languages, including Ada, Algol, C, Cobol, Forth, Fortran, Lisp, Pascal, Prolog and SAM76, as well as good-old Basic and a number of software command languages like dBasell, VisiCalc or Framework. It assumes you can assimilate a whistle-stop tour of such classic operating systems as CP/M, MS-DOS, Unix or Macintosh. And it assumes you're daft enough to blow \$150 on this job lot.

Like most books with umpteen contributors, this is a patchy and bewildering mix. It contains so much that I suppose you are bound to hit on something to grab your attention, but without any pertinent structure, and with so little pursued beyond a kind of hors d'oeuvre for each topic, it is hard to see what you'll get out of it beyond the mild fascination of a year or so of idle browsing.

In a bid to live up to its userfriendly claims, the text will from time to time sink into wool-gathering absurdity: 'A keyboard is a set of switches, the closing of any one of which causes a unique code to be generated.' At other times it will skitter through a subject of numbing complexity as if it were a piece of cake to master (Ada is despatched in nine pages). Then it cannot resist wanderings fatuous into hillbilly philosophy: 'A traditional view of humans sees the individual as a duality: body and mind. This is probably too simple a picture." And it is lumbered with a glosssary which contains such breathtaking definitions as: 'ACCURACY — the degree of freedom from error', or 'VENDOR — a company that supplies material.'

As you continue to ask yourself what all this is for, apart from an occasional rummage or quick reference, editor Birnes says his encyclopaedia's information is tailored to save time and work, to aid in decision-making, to enhance the value of any computer, and to stimulate new approaches to language applications. And I say pull the other one.

Title: Personal Computer
Programming
Encyclopaedia
Editor: William J Birnes
Publisher: McGraw-Hill
Price: \$140.95

Nights drawing in

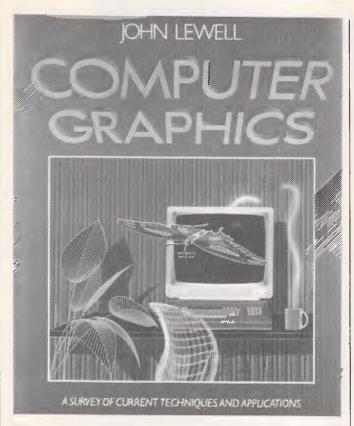
In the still watches of the night, after a feverish day of word processing, database rummaging and occasional bursts online to some far-flung host, after I've checked the electronic mail boxes, backed up a few irreplaceable files and put the dog out prior to turning in, there's often the temptation to spend a heavy-lidded half-hour with Microsoft's mesmerising Flight Simulator.

As off we bob from Meigs Field, the simulated Cessna and I, I'm invariably struck by the program's ingenuity, its vivid appeal to Biggles-ish imagination, and its frankly pig-awful graphics. The sad

fact is that computer graphics are a bit of a let-down on all but the most sophisticated (and pricey) of machines. Micro manufacturers make extravagant claims, suggesting that all their graphics are streets ahead of a pen and paper, but whereas the meaning or even insight may be clear enough, it's doubtful if the image will be up to much. Alien bugs might be absorbing, or pie charts instructive, but such typical graphics are scarcely breathtaking visual art.

Just about everything in John Lewell's slim but handsomely illustrated survey is, on the other hand, state-of-the-art. After a hurried introductory section defining terms, and an irritating chunk which tries to precis what all computers do ('A computer

BIBLIOFILE



does nothing until it is given a role to play') he gets down to business with a review of hardware: vector and raster displays, host computers, display processors and sophisticated I/O devices. All this is fascinating stuff and all of it way beyond the means of any amateur, hence his next section on current applications industry, specialised sciences from medicine to space, films, TV and publishing, plus high-powered, bigbudget business.

This is where the ooh-er pictures are at their densest and beautifully presented they are, too. The author seems almost spiritually affected by the wonder of it all and concludes with an impassioned, if rather woolly speculation of where it's all likely to lead. Parts of this are unintentionally black comedy ('The CIA rarely gives a presentation to the US President without the support of

computer-generated analytical graphics') and other parts absurdly bleak ('By enhancing sight at the expense of touch we may literally be losing touch with reality...high technology may simply enhance our ability to build factories, destroy landscapes, upset delicate ecosystems and create an urban wasteland').

Computer-stimulated philosophy is seldom my cup of tea, any more than quick chapters summarising progress since Babbage. Inbetween these regrettable extremes of indulgence, John Lewell has a good primer on professionalstandard graphics, I can't wait for a flight simulator on a parallel-processing set-up one of these days, or nights.

Title: Computer Graphics Author: John Lewell Publisher: Orbis Price: \$29.95

micro: sharp as they come (for the price) and so user-friendly it practically shakes hands and makes a pot of tea every time you power-up.

Were it not for the

irritatingly tock-tock touch of its rather tatty Toytown keyboard, I'd certainly be happy to spend most of my own micro time mousing about with a Mac. So much of its latest software — Mac-Publisher, Music Works and most especially Jazz — is streets ahead of the field.

With an add-on Winchester, a 512k Mac is fast as well as versatile, and can easily give IBM XTs a hard time.

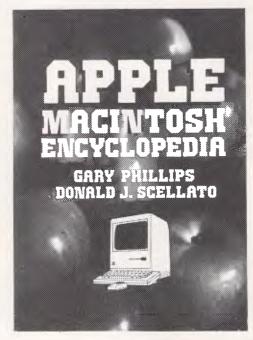
Few machines are quite as well-packaged as a Mac. The thing itself, plus peripherals like its Imagewriter and the much pricier but astonishing Laserwriter, are ergonomically top notch and astutely documented, too. Bear that fact in mind, together with the mouse's inherently simple point-and-do felicity, and you can soon start to wonder who needs a book?

I wondered quite a lot as I waded through this jampacked encyclopaedia. Lots of condensed information (at least for the standard 128k model) is all in there, but for every snippet you might

without this: 'Power On — Turn the power switch to the ON position or otherwise supply electric current to a device.' Or how about this cryptic, almost poetic item? 'File, Erase (Microsoft BASIC) See KILL.'

To an extent, of course, all reference books suffer from such over-stuffing and are scarcely meant to be read cover to cover, any more than is a phone book. Now and again, it will perhaps be handy to reach for the Mac encyclopaedia to get yourself out of a knot (and for your \$29.95 you do get plenty of potential opportunities). It's accurate, but dull.

For would-be MacTutors, the unfortunate fact remains that operation of a Mac is so transparent. Hand-holding manuals or what-it-all-means primers are having a thinner time than they used to have, unscrambling DOS or annotating daunting software. This is a shame for authors as assiduous as Messrs Phillips and Scellato. Mac users, on the other hand, might well not give much of a damn.



actually need there are certain to be dozens of others which are either (a) absurdly obvious or (b) irrelevant.

Ask yourself, for example, whether you could get by

Title: Apple Macintosh Encyclopaedia Authors: Gary Phillips & Donald J Scellato Publisher: Chapman & Hall

Price: \$29.95

Frankly,
my dear . . .

Apple's Mac is a marvellous

BACK ISSUES

This Back Issues listing has been updated to include all of the available 1985 issues of APC. A postage-paid order form is between pages 96 and 97. Please allow up to four weeks for delivery.

Volume 2 No 3, 1981
Checkout: Sinclair ZX81/APC-80: Recovering lost programs.
JUMP command (allows a GOTO "numeric expression")/
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Sanders Printer reviewed/Profile of BS Microcomp/CP/M
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Programs: TRS-80 flashing cursor and non-destructive backspace. Treasure Hunt (PET).

Volume 2 No 4, 1981
Benchtest: VIC-20, Tandy TRS-80
III/TRS-80 Monitor software
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Defining program specification
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PET Arithmetic Test, Apple
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syntax error recovery/How Computers Communicate Part 6: The
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Part 3: Micros in mainframe
company/Hewlett Packard's networking capability/Programs:
TRS-80 Reaction Timing, ZX81
Graphplot. PET Cheese, Superboard Spin-Fighter, TRS-80
Extra.

Volume 3 No 5, 1982 Benchtests: Texas Instruments TI 99/4A, Xerox 820/Database Benchtest: FMS-80/TRS-80 Model 1 games reviewed/Frames



of Reference. Part 4: Software standards/How Computers Communicate. Part 7: Interrupts in micro systems/How to use 3D graphics/Equation solving program/80 x 24 display controller project. Part 27°Logo" Overview/Printer survey/Casio's calculator printer/Programs: TRS-80 Double Precision Maths and Trig. Apple 3D Maze.Atari Sums for Kids, Apple Air Flight.

Volume 3 No 6, 1982 Benchtests: Sinclair ZX Spectrum, Sirius I/Database Benchtest: dBase II/7th West Coast (micro-computer Faire)/ Checkout: F-10 Daisywheel printer, Arfon Expandaboard/ How Computers Communicate, Part 8: Direct memory access/ Frames of Reference, Part 5: Buying micro hardware in a DP department/Self learning program/80 x 24 display controller project, Part 3 (end)/How to get more on Apple disks/Lisp — an artificial intelligence language/ VIC-20 games reviewed/Implementing CP/M system calls from Microsoft Basic/APC Subset (first on new monthly column for assembler language routines)/ Programs: TRS-80 Invader, PET Mini-animate, VIC-20 Trailblazer, ZX81 Book Index. Weebug Monitor (TRS-80), VIC-20 Large Characters.

Volume 3 No 7, 1982
Benchtests: Sharp MZ80B,
Monroe OC 8820/Checkout:
Sharp PC1500, The MicroProfessor/Apple II games
reviewed/APC-80: Various
PEEKs and POKEs explained/
Reversing images on computer
screens/Frames of Reference,
Part 6: Putting your micro to
work/How Computers Communicate, Part 9: Character
codes/Educational arcade-type
game/Programs: ZX81 Hypocycloids, TRS-80 Truth, PET
Doe; TRS-80 Screen Dump, PET
Boxes, Alari Earth.

Volume 3, No 9, 1982 Benchtest: ICL Personal Computer/Checkout: E40(CP/M data compression utility) Daisywriter printer, HP 11C & 120 calculators/BBC micro graphics capability/Best of APC's cartoons/ How to use Benchmarks/Logo Program (Microsoft Basic) Computer generated textures/RS232 overview. Part 2/Memory-saving utility for Apple/How Computers Communicate. Part 11: Interrupts and buffers/Programs: Sytem 80 Extended Basic. Apple Trees. ZX81 Alphabetising. PET File Companion. PET German Game.

Volume 3 No 10, 1982
Benchtests: Hewlett Packard HP86. National Panasonic JB3000/
Checkout: Sharp PC-1211/UCSD
p-System overview, Part 3 (end)/
How to implement 3D graphics
on a micro/CP/M-86 vs MSDOS: Relative merits of these 16bit operating systems discussed/
Designing your own database/
Monitor for TRS-80/System 80/
File searching method/"Laws of
Form" — a novel form of logic/
How Computers Communicate.
Part 12 (end)/Benchmarking high
level languages/Programs: TRS80 Cardshuffler, PET Knockout,
PET Trains

Volume 3 No 11, 1982
Benchtests: Hewlett Packard
HP75C. Kaypro II, DEC Rainbow/Programs for the HP41C
and Casio fx702p/Algebra
checking program/More on MSDOS vs CP/M-86/Predictions in
the micro industry/Clock/
calendar card for the Apple II,
Part I/Benchmarks summary/
Programs: Apple II Piano
Computer, Moon Module (Apple
II, correction in Vol 4 No 1),
Walls (Atari, correction in Vol 3
No 12).

Volume 4 No 2, 1983
Benchtests: Sharp PC1251/Database Benchtests: Hi Data/Micros as best friends/A major boost to the standards of 'user friend-liness'/Computing can be a health hazard/ Expert Systems'—part two: appraisal of 'intelligent' computers/Networks: Part 1/The Logo Turtle checked-out/Getting the most from the BBC's graphics/Are home computers just a passing fad?/The Prestige vs The human: micro chess/Programs: Apple Character Plotter. System Tape Copier (TRS-80/System 80).

Volume 4 No. 8, 1983
Benchtests: Apple Lisa, DOT/
Checkouts: Osborne Executive.
Epson FX-80 printer/Consumer
Electronics Show Report/Will the
Computer be the next dominant
species on Earth/Milton
Bradley's chess computer that
moves its own pieces/Choosing
suitable disks for your computer/
Cryptography on a micro/
Warnier Orr structured programming, Part I/How to use the
six function keys on the PC1500/
Programs: ZX81 Least Squares.
System 80 Loading tapes from an
external cassette player, TRS-80/
System 80 Adventure program,
Apple II Pascal menu generation.

Persona

Volume 4 No. 9, 1983
Benchtests: Sord M5/Checkout:
Tandy Model 100. Lisawrite/
Screenplay: TI 99/4A games/
Steve Wozniak returns to Apple/
Choosing a home micro/Warnier
Orr programming. Part 2/Graph
plotting and curve fitting on the
BBC Computer/Bemoaning the
mechanical teller/Programs: VIC20 Snake line. ZX81 Surround,
Apple II Screenplay. PET
Histogram.

Volume 4 No. 10, 1983
Benchtests: Archives PC/Home
Computer Survey — 15 micros
selling for less than \$1000
checked out by Steve Withers in
an exhaustive market survey/
Checkout: Simons Basic,
T/Maker III — office tool for the
IBM PC. Digital Research
Personal Basic/Computerising
Your Business — a light and
practical guide/Beginners Guide
to Basic Program Conversion/
Clever trick with T1 Sprites/
Cocktail program/Warnier Orr
programming. Part III/How
portable is portable/Programs:
Atari No-Trons, TRS-80/System
80 Multi-Maths, Apple Text
Maker, VIC 20 Spider.

Volume 4 No. 11, 1983
Benchtest: Apricol/Checkouts:
Atari 600XL. Ashton Tate's
Financial Planner, Condor
datahase, Atari Writer/Which
Spreadsheet? PerfectCalc/
Profiles: Clive Sinclair, Nolan
Bushnell/Set up your own computer learning centre/Basic Converter Chart/Warnier Orr
Programming Part 4: Techniques
(end)/Programs: PET Wave

Simulation. Apple 11 Aplist, Microsoft Basic Calendars, T199/ 4A Breakout. Commodore Testing Your Fingers, Apple Dotter Puzzle, VIC-20 Starship. Commodore Maths Test.

Volume 4 No. 12, 1983
Benchtest: TANDY MC-10/
Checkout: Executive 816, Lotus
1-2-3, VisiOn, Gemini 15X
Printer/Computerising Your
Business: Part 2. Setting up/Sort
Trees for beginners/Printing big
on an Epson printer/Sulletin
boards/Programs: VIC-20
Robotank. VZ-200 Missile Command. New Bee Screen,
MicroBee Grooble Grab, Apple
French Test Card. TRS-80 Road
Rally.

Volume 5 No. 1, 1984
Benchtest: NEC PC-8201A/
Checkouts: Coleco Adam,
Kaypro 10, Atari Paint, Desq/
Micro music — how if's done:
Part J*Check Digits* —
methods of ensuring correct data
entry/Building models using surfaces, not lines/Column sort
algorithm/Graphics on Tandy's
Co Co/Spectrum listing:
photofiv/Locking Apple Listings/
Programs: Commodore 64 Fast
Sprites, IBM PC Sheepdog
Trials, VIC 20 Variable List/
Spectrum Lower CLS, Commodore 64 Monitor, Oric City
Defense, MicroBee Tunes.

Volume 5 No. 2, 1984
Benchtest: Workslate, Commodore 720/Checkouts: Visuall.
Sord's Falc. '64 Vizawrite,
Brainstorm/DIY Apple Interface/
TRS-80 Disassembler/Benchmark summary to-date/Basic
Program Conversion. Part 2 (Part 1 in Vol.4 No. 11)/BBC Music.
Part I/Could speech synthesisers do long term damage to the language?/Programs: TRS-80, Pascal Procedures. PET Maths Muze. BBC Logic Trec VIC 20 Grid Bike, '64 Heli-bomber, '64 Battlestar Fighter, Apple Bridge Builder.

Volume 5 No. 3, 1984
Benchtests: IBM PC Junior,
Sharp MZ-700/Checkouts;
Androbo's Topo, Homeword
word processor, TRISolver,
Educational Games/Basic Program Conversion, Part 3: Apple
Il graphics/Atari memory (for
patterns of colour and sound)
tester/Teach Yourself Assembler.

BACK ISSUES

Part 1/BBC Music, Part 2/View of the future from the author of VisiCale/Give your program cassettes a spoken index/ Programs: Apple Stargo, PET Areas Spectrum Jackpot. Atari Split-screen, TRS-80 Sound Synthesiser, 3D Bee. '64 Sprite Designer.

Volume 5 No. 4, 1984
Benchtests: Macintosh,
Spectravidco/Checkouts: IBM
Portable PC. Unix, Visiword
Plus, Spectravidco/Teach Yourself Assembler, Part 2/Basic Program Conversion, Part 4: TRS-80
and Apple II graphics/Sharp
PC1500 game scoring listing/
Interview. Bill Gates of
Microsoft/Microchess: 4th World
Chess Championship results/
Inside Atari's research
laboratory/Programs(Microsoft
Basic) Inlay Cards, BBC Splash,
VIC 20 Invaders, Commodore 64
Reversi, VZ-200 Moon Lander.
(64) Gary the Guitar.

Volume 5 No. 5, 1984 Benchtests: Hewlett Packard 150 Touch Screen, Dick Smith Challenger, Canon X-07/ Checkouts: Revelation, Concurrent CP/M. StarBurst and Starlindex, Sendata modern, Commodore SFD 1001 disk drive, Brother EP44 personal typewriter/Basic Program Con version, Part 5: Atari/ Compaction techniques, examples in Commodore Basic/ Teach Yourself Assembler, Part 3/Text vs Graphics adventures/ Operating Systems, Part 1/ Microchess: Superstar vs Constellation/Programs: *64 Plane Attack, Commodore Wordsquare, Atari Flash Simulator, Atari Pseudo-Dos. Sord M5 Charpatt, VIC 20 Ape King, MicroBee Hires Editor. Apple II Oisterads, 'Bee Label Printer.

Volume 5 No. 6, 1984 Benchtest Sharp PC5000/ Checkouts: Codewriter, Microsoft Word, Dick Smith Cat, Apple ProDos. Knowledgeman. Autocad/Play Battleships on two Commodore computers/The History of the Keyboard/Teach Yourself Assembler, Part 4/ Artificial Intelligence: a report from Japan/Basic Program Conversion, Part 6: Spectrum/ Spectrum "wide screen" word processing/Software Copyright: the debate/The dangers of reviewing software/Programs TRS-80 Compiler, TRS-80 Braille Writer, VIC 20 Deathwall, Basic-86 Marvin, PET 3D O's & X's,

Volume 5 No. 7. 1984
Benchtest: Epson PX-8/
Checkouts: Memotech.
Framework. HP Ink Jet Printer.
Expert-Ease, Apple's Instant
Artist/Teach Yourself Assembler.
Part 5/Operating Systems. Part 2/
Designing and selling programs.
Part 1/Calling routines available
in CP/M/The story behind MSX/
Basic Program Conversion. Part
7: BBC/Programs: '64 Balloon.
Atari Function Keys. BBC Sected. MicroBee Stalom. VZ-200
Blockout. '64 Split Screen
Graphics. VIC 20 Monster Hunt.

Volume 5 No. 8, 1984 Benchtest: Sinclair OL/ Checkouts: Perfect Link, Friday!, Knowledgeman (Part 2). PlanStar. Commodore 64 Flight Simulator, Constellation, Pick Modem protocols: XModem/ Exploring WordStar/Input and Output on the Atari/\$25,000 com petition: Brun's Constant/Teach Yourself Assembler Part 6/ Designing and selling programs. Part 2/Teach Yourself Lisp, Part I/Detente hetween DP departments and standalone users the Information Centre/ Programs: VIC Hatchery, BBC RAM Editor, VIC 20 Life Game, Commodore 64 Connect-Four (note correction to this program in Bludners Vol 5 No. 10, 1984). VZ-200 Database, TRS-80 Color Grafx Editor, Atari Basic System

Volume 5 No. 9, 1984 Benchtests: Hewlett Packard 110/ Checkouts: Framework vs Symphony, overview: Portable Computers, Jane vs Appleworks. Pick/Profile: Wayne Wilson/ Teach Yourself Lisp, Part 2/ Logic of assembly language, written in convertible Basic/ Teach Yourself Assembler. Part 7/Braindump: Defence of the Gotogoto Bird (this is a really excellent one page article — Ed)/ Microchess: Cray Blitz vs David Levy/Programs: '64 Defuse, BBC es, VIC 20 Gothic and Greek, '64 Brackets (an updated version appears on page 76 of Vol 5 No. 11, 1984), Spectrum File, VIC Star Scramble (note: a correction to this program appears in the Bludners section of Vol 5 No. 10, 1984).

Volume 5 No. 10, 1984 Benchtests: Commodore Plus/4.
Osborne Encore/Checkouts: Model 100 disk drive and video interface, Open Access, GSX from Digital Research. Netcomm modem/Is this education software any good: opinion/DIY
robotics for the BBC/Combining video and PC output on the one screen/Sorting useful-sized files without a disk/Bubble memory: has it heen worth the wait/Teach Yourself Lisp. Part 3/Pirate Bulletin Boards/DIY PC-video connection/How to write great software, Part I/Programs: Atari Autorun, Commodore 64 Basic Assembler, Apple II Menu, BBC Equation Solver, Commodore Honeypot, Atari Snake. Spectrum Voyager, VZ-200 Mini calc Spreadsheet (improved in Blud-ners Vol 5 No. 12, 1984), IBM PC Microcomputer Graphics. Animated '64. Spectrum Graphics and sound.

Volume 5 No. 11, 1984
Benchtest: Apricot F1/Checkouts:
Olivetti M24. Sperry PC. ITT
Xtra. Commodore 16. AAP's
microwave news service/The
demise of the philosophy of the
scholar: opinion/Artificial
Intelligence: mind over matter/
DIY Micro Music Circuit (to
plug into a parallel port)/
Computer Musicians/Teach
Yourself Lisp, Part 4/Compilers:
How they work and how to buy
the best/Improving Commodore
64 programming skills/How to
write great software. Part 2/
Molecular electronics/Programs:

Commodore 64 Superfile, Commodore 64 Mouse Master, '64 Sprite Editor, BRC graphics compiler/interpreter, Spectrum Crib Player, VZ-200 MON-200, Duelling VICs.

Volume 6 No. 1, 1985
Benchtests: ComputerPhone.
Data General One/Checkouts:
Filevision, Juki 6100 printer/
Spreadsheet product overview/
Data validation in Microsoft
Basic/Teach Yourself Lisp, Part
6/Voice synthesis and recognition
as a viable alternative to the
keyboard/Programs: Brimstone
Part 2, Spectrum Golf. Basic Sort
Al Input. Commodore 64 Defkeys. Commodore 64 Space
Drop. Commodore 64 Raster
Interrupts, VZ-200 Sketcher.

Volume 6 No. 3, 1985
Benchtests: North Star Dimension, Digital Research GEM/
Checkouts: Microsoft Macintosh
Basic 2, WordStar 2000/Preview
of new Commodore and Atari
machines/Moving up from dBase
II to III/Teach Yourself C. Part
2/Data transmission methods/
Random number and arithmetic
algorithms/Computer controlled
lasars/Cray Biltz at the North
American Computer Chess
Championship/Programs: Spectrum Qix, Atari Disk Sector
Editor, BBC Basic Line Profiler,
TI/99A Submarine Hunt, Crazy
Caverns, Part 1 (Commodore 64)

Volume 6 No. 4, 1985 Benchtests: Enson PX-4/ Checkouts: Pascal, Modula 2 Apple MacBasic, Electronic Mail tems, Electric Desk, Sargon III/Microtex 666 electronic publishing/Spreadsheet warm ings/New screen technologies/ Searching and sorting tech niques/Teach Yourself C, Part 3 Computer jargon explained/ Program more quickly and reliably with object-oriented design/Using Basic to write busi-ness programs/Programs: Commodore 64 Scroffs Basic, Atari Multi-Mode Text (completed in Vol. 6 No. 6, 1985), BBC Smooth Scroller), BBC Anti-List Utility, Controller, Crazy Caverns Part 2 (Commodore 64).

Volume 6 No. 5, 1985
Benchtests: Commodore PC/
Checkouts: Yamaha CX5 MSX
music micro, Enable, Smart,
Seiko wristwatch micro, Sidekick,
Spotlight, Omni-Reader/Do you
need a multi-user system?/Online information services/Lasar
disks as computer memory/PCMainframe links, Part I/Digital
Research Concurrent DOS 286/
Teach Yourself C, Part 4/APL
computer language/World
Microotomputer Chess
Championship/Programs: Split
MicroBee, VIC-20 Programmable
Keys, dBase II Preprocessor.
BBC Screen Designer-Input
Validation, VZ-200 Micro Type.

Volume 6 No. 6, 1985 Benchtests: Atari 520 ST, Texas Instruments Prolite/Checkouts: Brother WP600 printer. Amstrad Microscript. Digital Research Presentation Master. Microsoft Word for the Macintosh/Keeping your PC running smoothly/PC Mainframe links. Part 2/Musical possibilities with the MIDI interface/Turbo Pascal/Teach Yourself C. Part 5 (end)/ Spreadsheet techniques/Incorporating artificial intelligence into your programs/Data transmission by cellular radio/The fate of Unix/CBBS (for bulletin boards) explained/Programs: Commodore 64 Disk Utility. Spectrum Triplets. Atari Error Message Reporter. BBC Format 40/80, Atari Multi-Mode Text. Amstrad See PC, Tandy Color Darts.

Volume 6 No. 7, 1985 Benchtests: HP Integral PC, Commodore 128/Checkouts: ERA Encryption board, Microsoft File, Skai disk drive (for the Commodore 64), Hi-Tech C vs Aztec C/Speeding up a PC/ Macroprogramming with Spell-binder/Random numbers and how to win at Blackjack/ Computer incompatibility/Teach Yourself Logo, Part I/Interfacing an Apple II with a BBC/PC-Mainframe links, Part 3 (end)/ Viatel for the micro user/Edward de Bono on Al/Programs: Commodore 64 Logic Emulator, Spectrum Nine Men's Morris, Atari Yahtzee, BBC Alpha (Al simulator), Commodore 64 Disk Operations (routines for 1541 owners), Apple Turtle, VZ-200

Volume 6, No. 8, 1985 Benchtests: Epson QX-16, Commodore Amiga/Checkouts: dToolkit, Power Base, Amstrad CPC664, Samna +, McMill 68008 Apple II card/CalcResult for the Commodore 64/DIY 512k upgrade for the Macintosh/Text compression/Electronic mail techniques/Intricacies of problem solving algorithms explored/Are user-friendly interfaces worthwhile/Programs: Commodore 64 Turbo-DOS, Spectrum Speech, Epson HX-Modem, Microsoft Basic Compressor, BBC Spooler, Commodore 64 FKey, '64 Disk File Inspector, Apple II Vandaldos.

Volume 6 No. 9, 1985
Benchtests: Kaypro 286i vs
Compaq Deskpro 286. Sharp
MZ-800/Checkouts: GEM vs
Windows vs Topview, Penman
plotter, Perfect 11 Sensible
Solution database, Jazz, Magnabiz accounting. Sycero/Changing
from Wordstar to Wordstar
2000/A compiler on a chip
promises 1000 fold increase in
speed/Computer simulation of
real life/Functional programming
(next stage from structured

programming)/Programming business graphics/Teach Yourself Logo. Part 2/Arc processors growing too quickly/Programs: Commodore 64 Nest of Evil. MSX Chas in the Castle. Spectrum Nighthawk. BBC Turtle Graphic, Logo Database.

Personal

Volume 6 No. 10, 1985 Benchtests: IBM JX, Amstrad 6128, Morrow Pivot Two, Zenith 171, Ericsson Portable, Kaypro 2000, GridCase, Data General One. Hewlett-Packard 110. Toshiba T1100/Checkouts: Dataflex. Bee Artistic/Programming data dictionaries/Writing your own compiler/Teach Yourself Logo, Part 3/Special feature -Artificial Intelligence: Expert System introduction: Prolog reviewed; Reveal, Tess. Savoir. ExpertEase and Trigger reviewed: A guide to companies marketing Al products: Elementary expert PC diagnostic system program listing/Martin Banks on fuzzy logic in AI/Proposed standard for cheaper interfacing/ Programs: Atari database, BBC Graphics Utilities Monitor, Memotech MTX database, Spectrum 'Not Another Kong'. Commodore 64 Renumber.

Volume 6 No. 11, 1985
Benchtest: Sony SMC-Tii/Checkouts: TIM IV, Excel, Pagemaker-Laserwriter, Viewstore, Personal Consultant, Expert Systems (Expertech Xi, Lightyear, ES/P Advisor)/Buying second-hand micros/Rule induction techniques in programming/The definition of life/Teach Yourself Logo, Part 4/Natural language programming/Spreadsheet techniques/Easiest and cheapest ways to use dial-up databases/Fidolinks for bulletin boards/Programs: Amstrad Pascal Wall Calendar, Commodore 64 Jiffy Clock, Atari IWDOS, Wizard of Odds (Microsoft Basic), Freddo, BBC Logic Tester, MicroBee Database.

Volume 6 No. 12, 1985
Benchtests: Hewlett-Packard
Vectra, Olivetti M24SP. Apricot
F10, Amstrad PCW8256. Spectravideo XPress/Checkouts: Apple
Hard Disk 20. Homepak.
Cornerstone/Reduced Instruction
Set Computers/Pascal vs Basic vs
Comal/Micro maintenance companies/Encryption of data: the
state of the art/Parallel architectures/Teach Yourself Logo. Pari
5 (concludes in Feb '86/'
Copyright when the author's
dead/Programs: Commodore 64
Trace-Walk-Step. Spectrum
Spreadsheet. Amstrad Amsouill.

Benchmark roundup

Kester Cranswick reports on a year of 32-bit processors.

Computers are unquestionably getting faster. In the world of the microchip, the quest for speed is still as dominating as ever. Mip (million instructions per second) is part of mainframe specification vocabulary and in the US, IBM is building a computer that will perform one billion instructions per second!

In the micro world, where computers fit on a desk and run things like Lotus 1-2-3 and Zork, we still measure the speed of computers in seconds. Eight Benchmarks, written in Basic, were devised to test the speed at which a micro runs. They are still the only objective means to compare different microcomputers.

Since we started testing comaputers in May, 1980, we have been running an annual roundup of their Benchmarks. Last year the Sage II topped the list, comfortably ahead of the IBM AT. The fastest portable computer was the Hewlett-Packard HP 110, and the top home machine was the Challenger, even though some might think it more business orientated and give the honours to the Acorn BBC B.

From last year's list, we have deleted 11 machines and added 18, bring the number of contenders up to 61.

For all the advances of the year, nobody has been able to better the Sage II for speed. Just look at those figures, averaging out to 4.47 seconds. The Sage II runs a Motorola MC68000 16 bit processor and a compiled version of Basic. That puts it at odds with other machines using interpreted Basic, but the results are plain to see. For pure number crunching, it is the Speedy Gonzales of the year.

Just three-hundredths of a second slower than the Sage II was the more conventional Hewlett-Packard Vectra, with a figure of 4.50 seconds. It is an advanced IBM AT compatible. In fact, the AT, with an average figure of 7.11 seconds, has been pipped by no less than four new micros, three of them out and out AT clones.

Both Kaypro and Compaq AT-compatibles beat their mentor. Also beating it was the great Commodore hope, the Amiga. This is as much a home as a business micro, so takes the prize

from Challenger in the home (H) category, being over twice as fast. It is a good deal faster than other business micros too. Note that it runs a 68000 processor.

Speed isn't everything though. Benchmarks measure only one aspect of a micro's performance. For crunching numbers, scientific calculations and image manipulation, a fast speed is certainly an asset, but it is not the only criteria on which to base a buying judgment.

For example, the North Star Dimension, a new entry, comes in at number nine. It picked up the Business Hardware award in the inaugural APC awards. Basic speed is a factor, but there is more to a successful business micro than that.

The letter B against a machine indicates that it is aimed at the business market. In the portable category, denoted P in the chart, the HP 110 is still the fastest, averaging out at 10.38 seconds. Not far behind though are two new entries, the HP Integral (11.90sec) and the Sharp PC-7000 (12.10sec). The

220 END

Benchmarks

| 100 REM Benchmark 1 110 PRINT "S" 120 FOR K=1 TO 1000 130 NEXT K 140 PRINT "E" 150 END |
|--|
| 100 REM Benchmark 2 110 PRINT "S" 120 K=0 130 K=K+1 140 IF K<1000 THEN 130 150 PRINT "E" 160 END |
| 100 REM Benchmark 3 110 PRINT "S" 120 K=0 130 K=K+1 140 A=K/K*K+K-K 150 IF K<1000 THEN 130 160 PRINT "E" |

170 END

| 110 120 130 140 150 | K=K+1 A=K/2*3+4-5 K<1000 THEN 130 PRINT "E" |
|--|--|
| 110 120 130 140 150 160 170 180 | K=K+1 A=K/2*3+4-5 GOSUB 190 IF K<1000 THEN 130 PRINT "E" |
| | REM Benchmark 6 PRINT "S" K=0 |

| 130 DIM M(5) 140 K=K+1 150 A=K/2*3+4-5 160 GUSUB220 170 FORL=1 TO 5 180 NEXTL 190 IF K<1000 THEN 140 200 PRINT "E" 210 END 220 RETURN | |
|--|--|
| 100 REM Benchmark7 110 PRINT "S" | |
| 120 K=0 | |
| 130 DIM M(5) | |
| 140 K=K+1 | |
| 150 A=K/2*3+4-5 | |
| 160 GOSUB 230 | |
| 170 FOR L=1 TO 5 | |
| 180 M(L)=A | |
| | |
| 190 NEXTL 200 IF K<1000 THEN 140 | |

210 PRINT "E'

| 230 | RETURN |
|-----|--------------------|
| 100 | REM Benchmark 8 |
| 110 | PRINT "S" |
| 120 | K=0 |
| 130 | K=K+1 |
| 140 | A=K 2 |
| 150 | B=LOG(K) |
| | C=SIN(K) |
| | IF K<1000 THEN 130 |
| | PRINT "E" |
| 190 | FND |

| CAT | Machine | BM1 | BM2 | BM3 | BM4 | BM5 | BM6 | BM7 | BM8 | Average |
|-----|----------------------|------|-------|-------|-------|--------|--------|--------|---------|---------|
| В | Sage II (p-code) | .50 | .70 | 1.30 | 1.70 | 2.10 | 5.10 | 6.40 | 18.00 | 4.47 |
| В | HP Vectra | 0.50 | 1.50 | 3.00 | 3.10 | 3.30 | 5.80 | 9.10 | 9.60 | 4.50 |
| В | Compaq Deskpro 286 | 0.40 | 1.50 | 3.10 | 3.30 | 3.50 | 6.10 | 9.40 | 9.00 | 5.62 |
| B/H | Commodore Amiga | 0.75 | 2.07 | 4.53 | 4.87 | 5.60 | 10.39 | 7.84 | 11.33 | 5.92 |
| В | Kaypro 286i | 0.60 | 2.00 | 4.20 | 4.40 | 4.70 | 8.40 | 12.70 | 12.90 | 6.23 |
| В | IBM AT | .80 | 2.20 | 4.90 | 5.10 | 5.60 | 9.40 | 15.00 | 13.90 | 7.11 |
| В | Olivetti M24 | .80 | 2.50 | 5.20 | 5.20 | 5.70 | 10.00 | 15.30 | 16.60 | 7.66 |
| В | Xerox 16/8 | 1.20 | 3.60 | 7.40 | 7.70 | 8.70 | 16.00 | 4.70 | 24.70 | 9.25 |
| В | North Star Dimension | 0.80 | 3.10 | 6.60 | 6.80 | 7.40 | 13.10 | 20.2 | 21.6 | 9.95 |
| Р | HP 110 | 0.65 | 3.40 | 6.60 | 6.80 | 7.70 | 14.20 | 21.80 | 21.90 | 10.38 |
| H/B | Challenger | 1.10 | 3.50 | 7.50 | 7.60 | 8.30 | 14.90 | 23.20 | 26.10 | 11.53 |
| Р | HP Integral | 1.90 | 3.50 | 6.90 | 7.10 | 8.80 | 18.30 | 27.30 | 21.90 | 11.90 |
| Р | Sharp PC-7000 | 1.10 | 3.80 | 7.90 | 8.20 | 9.00 | 15.50 | 24.60 | 26.70 | 12.10 |
| В | Apple Macintosh | .24 | .65 | 6.00 | 6.40 | 7.10 | 8.60 | 15.90 | 52.30 | 12.15 |
| В | HP 150 | 1.40 | 4.30 | 8.70 | 7.50 | 10.30 | 18.40 | 28.10 | 26.70 | 13.18 |
| В | TI Professional | 1.00 | 4.20 | 9.30 | 9.70 | 10.50 | 19.00 | 29.50 | 31.00 | 14.28 |
| Р | TI Prolite | 1.30 | 4.40 | 9.40 | 9.70 | 10.60 | 18.60 | 29.30 | 31.50 | 14.35 |
| Н | Acorn BBC B | 1.00 | 3.10 | 8.20 | 8.70 | 9.10 | 13.90 | 21.40 | 51.00 | 14.55 |
| Н | Amstrad CPC-464 | 1.09 | 3.28 | 9.16 | 9.61 | 10.20 | 19.03 | 30.18 | 34.20 | 14.59 |
| В | Amstrad PCW 8256 | 1.10 | 3.80 | 9.90 | 10.10 | 11.00 | 19.10 | 30.30 | 33.90 | 14.90 |
| В | Epson QX-16 | 1.40 | 4.70 | 10.10 | 10.40 | 11.40 | 20.10 | 31.30 | 33.10 | 15.37 |
| В | Commodore PC | 1.30 | 4.80 | 10.30 | 10.70 | 11.70 | 20.80 | 32.20 | 34.20 | 15.75 |
| В | Sirius 1 | 1.80 | 5.30 | 10.70 | 11.10 | 12.90 | 24.20 | 37.10 | 27.90 | 16.38 |
| В | DSE Multitech | 1.50 | 5.10 | 10.90 | 11.30 | 12.30 | 22.00 | 34.10 | 35.60 | 16.60 |
| В | Apricot PC | 1.60 | 5.20 | 10.60 | 11.00 | 12.40 | 22.90 | 35.40 | 34.40 | 16.69 |
| В | Tandy 1000 | 1.50 | 5.30 | 11.30 | 11.70 | 12.70 | 22.80 | 35.50 | 37.20 | 17.25 |
| В | IBM PC (& JX) | 1.50 | 5.20 | 12.10 | 12.60 | 13.60 | 23.50 | 37.40 | 35.00 | 17.61 |
| В | Apricot F10 | 1.80 | 5.70 | 11.80 | 12.30 | 13.70 | 25.40 | 39.50 | 38.30 | 18.56 |
| Р | Data General One | 1.6 | 5.4 | 12.9 | 12.3 | 13.8 | 25.2 | 39.5 | 39.1 | 18.72 |
| Н | Memotech RS128 | 1.90 | 5.30 | 11.70 | 11.40 | 13.30 | 22.60 | 40.80 | 43.70 | 18.84 |
| В | Apricot F1 | 2.00 | 6.00 | 12.20 | 12.50 | 14.10 | 25.80 | 39.80 | 38.60 | 18.88 |
| Н | Sinclair QL | 2.10 | 6.40 | 10.70 | 10.30 | 13.20 | 26.10 | 61.80 | 25.80 | 19.55 |
| В | NEC APC | 2.30 | 2.30 | 13.70 | 17.60 | 17.80 | 32.00 | 34.90 | 37.10 | 19.7 |
| В | Osborne 01 | 1.40 | 4.40 | 11.70 | 11.60 | 12.30 | 21.90 | 34.90 | 61.00 | 19.9 |
| В | Sharp MZ-800 | 1.40 | 3.40 | 9.20 | 8.20 | 9.00 | 17.60 | 33.00 | 82.10 | 20.36 |
| Н | Sharp MZ-700 | .40 | 3.40 | 9.50 | 8.60 | 9.40 | 17.70 | 32.70 | 82.70 | 20.55 |
| Р | Osborne Encore | 1.90 | 6.60 | 14.20 | 14.60 | 15.80 | 28.30 | 44.00 | 47.80 | 21.65 |
| P | Epson PX-4 | 2.30 | 6.00 | 14.30 | 14.10 | 16.70 | 30.70 | 47.80 | 63.50 | 24.42 |
| В | Apple III | 1.70 | 7.20 | 13.50 | 14.50 | 16.00 | 27.00 | 42.50 | 75.00 | 24.68 |
| P | Sharp PC-5000 | 1.98 | 5.82 | 15.80 | 16.90 | 19.10 | 33.00 | 55.40 | 52.20 | 25.03 |
| В | Epson QX-10 | 2.30 | 6.40 | 15.80 | 15.80 | 16.50 | 31.90 | 52.90 | 65.80 | 25.93 |
| P | NEC 8201A | 2.6 | 6.7 | 17.3 | 17.3 | 18.5 | 30.6 | 46.9 | 98.00 | 29.74 |
| Н/В | Apple II | 1.30 | 8.50 | 16.00 | 17.80 | 19.10 | 28.60 | 44.80 | 107.00 | 30.39 |
| H | Commodore Plus/4 | 2.00 | 9.80 | 18.20 | 18.70 | 18.80 | 34.80 | 55.30 | 101.10 | 32.34 |
| P | Epson PX-8 | 3.00 | 8.00 | 19.50 | 19.00 | 22.50 | 40.00 | 62.50 | 89.00 | 32.94 |
| B/H | MicroBee | 2.7 | 10.0 | 18.1 | 17.9 | 20.9 | 39.4 | 67.3 | 95(est) | 33.9 |
| В | Sharp MZ-5600 | 1.50 | 7.20 | 19.80 | 20.20 | 21.60 | 32.80 | 53.80 | 115.20 | 34.01 |
| Н | Micro-Processor | 2.8 | 11.0 | 19.5 | 21.3 | 25.0 | 40.2 | 61.5 | 110.6 | 36.5 |
| B/H | Commodore 128 | 2.0 | 11.80 | 22.00 | 23.30 | 26.50 | 42.40 | 67.30 | 126.00 | 40.10 |
| Н | Spectra Video SV-328 | 2.30 | 5.70 | 18.20 | 20.00 | 20.90 | 32.80 | 45.10 | 235.70 | 47.59 |
| P | Epson HX-20 | 2.70 | 15.30 | 33.10 | 32.80 | 35.30 | 59.10 | 100.60 | 133.30 | 51.53 |
| Н | ZX Spectrum | 4.80 | 8.70 | 21.10 | 20.40 | 24.00 | 55.30 | 80.70 | 253.00 | 58.5 |
| P | Tandy Model 100 | 3.50 | 9.50 | 26.50 | 29.50 | 31.50 | 43.00 | 64.00 | 321.00 | 66.06 |
| B/H | Canon X-07 | 3.9 | 11.5 | 32.0 | 35.8 | 38.1 | 58.3 | 78.9 | 379.6 | 79.76 |
| P | Sony SMC-T11 | 6.60 | 24.30 | 61.10 | 61.60 | 63.50 | 101.50 | 149.00 | 231.20 | 87.35 |
| P | Casio PB-100 | 8.00 | 39.00 | 82.00 | 80.00 | 105.00 | 160.00 | 220.00 | 341.00 | 129.4 |
| | | | | | | | | | | |

BENCHMARKS

Texas Instruments Prolite also proved to be a speedy portable too, putting last year's runner up, the Data General One, back into fifth place.

Little has happened to alter the H, or home computer placings. The only new entries were the already mentioned Amiga and the Commodore 128, and that was hardly a speed star. Eight bit home computers are on their last legs, as users become more discerning and demand greater power for their dollars.

For the business user, the IBM PC is the standard by which others are judged. 16 bits is what is needed in the office. The PC has an average benchmark of 17.61 seconds. We have added four clones just above it, from Epson, Commodore, Dick Smith and Tandy. But, if you want a fast compatible, the Olivetti M24 is still the one to go for. The average Benchmark figure is a breathtaking 7.66 seconds.

At the opposite end of the scale, the tiny Sharp PC1500 is still the slowest machine we have tested, with some benchmarks taking four and a half minutes. The MSX-derived Sony SMC-T11 portable was the slowest new addition. Benchmarks averaged out at 87.35

seconds but it had a pre-production Basic.

What, you may be asking, is a Benchmark? It is a simple Basic program that runs a certain function. The function is repeated 1000 times so the reviewer can get a time on a stopwatch.

BM1 simply runs an empty FOR...NEXT loop. BM2 has a simple, comparative IF...THEN structure. The next five Benchmarks progressively add functions to that structure. BM3 and BM4 introduce a formula, one with constants, one with variables as the operands. BM5 includes a GOSUB routine. BM6 has the micro dimension an array, and BM7 writes data to that array. It is interesting to see how various functions slow down a program.

Benchmark 8 is a test of mathematical and trigonometric functions. Finally, all results are averaged out to give a final Benchmark figure.

Note that very few functions are tested. Nobody has yet laid down similar tests that can be applied to testing graphics, string handling and the like. Standards for testing file handling are evolving, but they are not yet established. But, with the vast differen-

ces in micros, testing anything more than the very simplest functions in a consistent manner is still a dream.

Note too that the language for the tests is Basic. Assembly-coded routines will run much faster, but as there is no uniformity of operating systems, no Benchmarks can be established.

Advocates of other programming languages such as Forth and Pascal are keen to establish Benchmarks for those languages. As yet, none have been standardized, though there are workable proposals around. As Basic is universal on micros, it is unlikely to be displaced by Forth or Pascal, though a series of Logo Benchmarks might certainly get attention.

In the coming year, the promised 32-bit micros should start to make an impact and up the speed ratings a little more. More AT clones will appear with Intel 80286 processors, and the Motorola 68000 will become more used. Couple that with the ingenuity of modern computer designers, and next year's Benchmark roundup could have an entirely different top ten.

END

NEW 1986 CATALOGUE INCLUDED IN THIS ISSUE

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Getting faster

Steve Withers keeps readers up-to-date with new and faster bulletin boards in the festival state.

Things are moving in South Australia! Not content with those fast cars flying round Adelaide, the state hosts the country's fastest bulletin board. Actually, that's not quite true - although The Electronic Oracle has acquired a new multi-speed modem that will work up to 2400 baud full-duplex, there are still a few teething problems to be sorted out.

Other new features dropped into place more smoothly. The Electronic Oracle was the first Australian system to carry the Bytenet Listings. Some months ago, Byte magazine stopped publishing full program listings, making them available electronically instead. That was fine in principle, but it made life difficult for overseas readers - and few would doubt that Byte is the world's premier personal computing magazine.

Fortunately, Byte was prepared to provide the listings on diskette to bulletin boards, and this offer has been taken up by many operators around the world. If other Australian operators would like to carry Bytenet Listings, they may have a message for the system operator of The Electronic Oracle on (08) 260 6686.

The Electronic Oracle allows 10 minute limited access to visitors, but full access is only available to subscribers (\$10 for 3 months, or \$35 per year). To

make it easier to sign up - and less painful - the system now has Bankcard, Mastercard, and Visa facilities. Another

Microtex 666

We've often felt that the indexes to the Microtex 666 telesoftware library left a lot to be desired, especially when flipping through pages of old titles in order to reach the new items. Well, things have improved with new alphabetical indexes and a special "what's new" section. It's a good job that these changes have been made, because the library itself continues to grow at a surprising rate.

'Point Reports" is a new section that features up-to-date news items from the computing industry. "Point Reports" are written by Computing Australia staff.

If your looking for some light relief, a couple of guiz games have popped up in the Games and Gametalk department.

Corrections and Updates

MicroDesign Lab Citadel. (02) 663 0150 and (02) 663 0151. P. Stephen Jolly. 24 hours daily.

Computers Galore IBBS. Permanently closed.

Trash II. (09) 478 1163. 8pm-7am daily. Commodore 64.

Information Wanted

Sydney Public Access RCPM Software Tools RCPM Coco-Line

NZ Micro Club RBBS

The above systems have either changed phone numbers, or shut down completely. If anyone can fill us in, we would appreciate it.

We would also be grateful for details of the operating hours of two Queensland systems, ED-RCPM and Hotline.

All details provided in this column are believed to be correct, but we welcome Please mention information. whether you have first hand knowledge of the systems you tell us about, or are simply passing on information from another source. Viatel users can send messages to Mailbox 063000030, users of RUNX and other systems on ACSnet can mail to stephenw@murdu, and letters may be addressed to Steve Withers, C/- Computer Publications, 77 Glenhuntly Rd, Elwood, Victoria 3184.



MICROCHESS

Kevin O'Connell is just back from the North American Computer Chess Championship held last October — Here he describes what happened.

The 16th ACM American Computer Chess Championship was played last October in Denver, Colorado. First and second prizes were taken by programs running on special chess hardware — in the case of the first prize-winner, a minicomputer was in overall control of hardware containing 64 custom chips (one per square!), each of which had 15,000 gates. That program, Hitech, played some superb chess and I will give one of its games next month.

Second-placed Bebe had occupied that same position last year and in the previous year's World Computer Championship.

In third place was a program from Intelligent Chess Software (running on an Apple II). It finished ahead of last year's victor and reigning World Computer Champion Cray Blitz which was running on four Crays (a mere \$45,000,000 worth of hardware), but they plan a big comeback next year when they expect to be running on 32 Crays in parallel — if you have a spreadsheet handy you can try calculating the cost of all that hardware: (\$45,000,000/4x32!)

Final scores (note the interesting entry which finished in seventh place — not quite such a big bang as that laboratory's more famous development made when it was tested out in the New Mexico desert) were:

- 1 Hitech (Carnegie-Mellon University, Pittsburgh) 4 out of 4;
- Bebe (SYS-10 Inc, Illinois) 3;Intelligent Chess Software 2½;
- 4-6 Cray Blitz (Cray Corp., Birmingham, Alabama), Phoenix (University of Alberta, Edmonton), Chaos (University of Michigan, Ann Arbor) 2;
- 7-9 Lachex (Los Alamos National Laboratory, New Mexico), Spoc (SDI/Cypress Software, San Jose, California this was the only other micro, running on a PC clone) 1, Ostrich (McGill University, Montreal) 1½;
- 10 Awit (University of Alberta, Edmonton) ½.

In the following game White had a paper advantage — a 6Mbytes program running on an Amdahl 5860 against a 64k program running on an Apple II. It proved to be an interesting game.

White: Chaos. Black: Intelligent Chess Software. Opening: Gruenfeld Defence.

| 1 | d2-d4 | Ng 8-f6 |
|---|-------|---------|
| 2 | c2-c4 | g7-g6 |

| 3 | Nb1-c3 | d7-d5 |
|---|--------|--------|
| 4 | c4xd5 | Nf6xd5 |
| 5 | e2-e4 | Nd5xc3 |
| 6 | b2xc3 | |
| 6 | b2xc3 | |

The principal starting position for the Exchange Variation of the Gruenfeld. The title is particularly apt — not only have knights and pawns been exchanged, but Black has given up all the central squares for the opportunity to bring pressure to bear indirectly against White's big pawn centre.

The concept of indirect pressure is a very difficult one for programs to cope with, so in computer chess this line is usually very good for White, as in the game Chaos-Awit, played in the last round of the Denver tournament, which went on 6 . . . c7-c5 7 Bf1-c4 Bf8-g7 8 Ng1-e2 Bc8-g4 (never played here you will soon see why) 9 Qd1-b3 c5xd4 10 Bc4xf7+ Ke8-f8 11 f2-f3 d4-d3 12 f3xg4d3xe213Ke1xe2(not for the sake of the pawn, but for access to the f1 and dl squares) 13 ... Qd8-c8 14 Bf7-e6 Qc8xc3 15 Qb3xb7 Qc3-c6 16 Rh1-f1+ Kf8-e8 17 Be6-f7+ Ke8-d8 18 Rf1-d1+ Qc6-d7 19 Bc1-f4 (threatening 20 Qb7c7 mate) 19 ... Bg7-d4 20 Rd1xd4 Qd7-d621Rd4xd6+Nb8-d722Rd6xd7

| mato., | | |
|--------|--------|--------|
| 6 | | Bf8-g7 |
| 7 | Bf1-c4 | 0-0 |
| 8 | Ng1-e2 | Nb8-c6 |
| ,_ | | |

(8...c7-c5 first is more usual since it helps to increase the pressure against White's pawn centre.)

9 Ra1-b1 a7-a6 (This is very unusual. The normal human plan is to play b7-b6 and put the bishop on b7, increasing the indirect pressure on White's central formation.)

(This is a bad move, shutting in Black's light-squared bishop and also significantly weakening the f6 square, but Black can get away with it.)

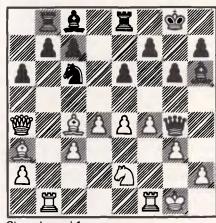
11 Bc1-a3 Rf8-e8 12 Qd1-a4

(Now White must watch out for a well-timed b7-b5.)

12 ... Qd8-h4 (Aggressive, but 12... Bc8-d7 might be better — if 13 Rb1xb7 Nc6xd4, for example, 14 Qa4-a5 Nd4xe2+ 15 Bc4xe2 Bd7-c6 with a great game for Black.)

13 f2-f3 Bg7-h6 (Thematically following up the previous move by increasing the pressure on the dark squares.)

14 f3-f4 Qh4-g4 15 g2-g3 Ra8-b8 (The immediate 15...b7-b5 was very interesting but only level after 16 Bc4xb5 a6xb5 17 Qa4xa8 Bc8-d7 18 Qa8-b7 Qg4xe2 19 Qb7xc7 Qe2-e3+ 20 Rf1-f2 Qe3xc3 21 Qc7xd7 Re8-d8 22 Qd7-b7 Rd8-b8, and so on. Now black threatens b7-b5 in earnest.)



Chessboard 1

16 Qa4xc6

(A decision which surprised every-body present. White gives up a small amount of material to weaken Black's position. The weaknesses induced (the doubled and isolated pawns) were scored by Chaosas worth more than the material (approximately one pawn) which it gave up.)

16 ... b7xc6 17 Rb1xb8 a6-a5

(Black's position is not at all pleasant ... for a human, but computers do not suffer from psychological problems when playing difficult positions, especially when they have the psychological boost of some extra material!)

18 Rf1-b1

(White's knight on e2 is awkwardly placed — but for its problems, Bc4-a6 would be a grave threat.)

18 ... Qg4-f3 19 e4-e5 Qf3-e3+

(At the time I was hoping for, but not expecting 19 ... g6-g5 to prise open more lines to the white king (the idea is to take on f4, play the king to h8 and put the rook on g8) since 20 f4-f5 is not very good for White; for example, 20 ... e6xf5 21 e5-e6 f7xe6 22 Bc4xe6+ Re8xe623Rb8xc8+ Kg8-g724Rc8xc7+ Kg7-g6 and White is in trouble.)

20 Kg1-g2 Qe3-e4+ 21 Kg2-f2 Bh6-f8! (A very good move, exchanging one of Black's least active pieces for White's most effective one.)

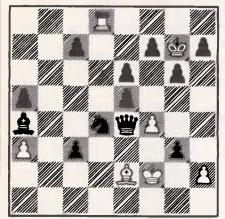
MICROCHESS

22 Ba3xf8 Re8xf8 (Now that the rook is protected, Black need not fear Rb1-b7 which otherwise could have proved very nasty.)

23 a2-a3 (A good move, even were White's d-pawn not pinned against the bishop.) Rb1-b2 25 Ne2xd4

(If 25 c3xd4 then Black plays pawn to c5 again (one of the few occasions when doubled pawns can be positively

| 25 | | Bc8-d7 |
|----|---------|--------|
| 26 | Bc4-e2 | Rf8xb8 |
| 27 | Rb2xb8+ | Kg8-g7 |
| 28 | Rb8-d8 | Bd7-a4 |
| | | |



41

42

43

44 45

| Che | essboard 2 | |
|-----|-----------------------|-----------------|
| 29 | Be2-f3 | Qe4-b1 |
| () | White will inevitably | drop a pawn.) |
| 30 | Nd4-e2 | Qb1-b2 |
| 31 | Rd8-c8 | Qb2-b6+ |
| 32 | Kf2-g2 | Ba4-c6! |
| () | When ahead, exchan | ige pieces.) |
| 33 | Rc8-d8 | Bc6xf3+ |
| 34 | Kg2xf3 | Qb6-c5?! |
| | This is unnecessarily | |
| | ong human player | |
| pec | cted 34 Qb6-c6+ | - 35 Kf3-f2 (35 |
| | -g4 does not bear th | |
| vie | w of 35 Qc6-g2 fol | lowed by h7-h5 |
| | d Qg2xh2 mate) 35 | Qc6-c5+ and |
| 36. | Qc5xa3.) | |
| 35 | Rd8-c8 | h7-h5 |
| 36 | Kf3-g2 | Qc5-e3 |
| 37 | Kg2-f1 | Qe3-f3+ |
| 38 | Kf1-e1 | Qf3-b7 |
| 39 | Rc8-d8 | c7-c5 |
| | 39 Qb7-h1+ is a | |
| | I-d2 Qh1xh2 41 Ro | |
| g3x | ch4 Qh2xh4 indirectly | protecting the |
| | awn because of the | check on d8 — |
| | this is better.) | |
| 40 | Ke1-f2 | a5-a4 |
| | Black has found the | |
| nov | w no more time is wa | isted.) |

Kf2-e3

Rd8-d7

Rd7-c7

Rc7-c8

Rc8-a8

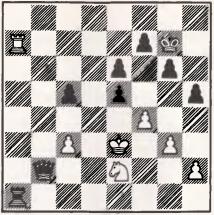
Qb7-b3

Qb3xa3

Qa3-b2

a4-a3

a3-a2



Chessboard 3

a2-a1R Ra8-a7

Intelligent Chess Software thought their program would play this move, without quite knowing why it would do

so. They suggested to the other team of programmers, perhaps tongue-in-cheek, that their program was playing on the liklihood that Chaos would know that it is bad to exchange pieces when behind and was therefore trying to bluff White into moving the rook away so that Black could then win very quickly with Ra1e1.)

| 47 | Ra7xal | Qb2xa1 |
|----|--------|--------|
| 48 | Ke3-d3 | Qa1-h1 |
| | | END |

John White presents two games from his chess program, Negaquerg.

Suicide Chess

(see 'Suicide Chess' elsewhere in this issue.)

Given here are two games from John White's Negaquerg program. Game A uses a normal search strategy, while Game B searches up to four ply ahead in response to threats. Both programs have been forced to open with the same book line, although the line is not the best available to black. The depth of search is appended in brackets, a zero denoting an instant Chopper move. The stated search depth does not include further searching of captures (up to five extra ply) or threats (up to four extra ply). Asterisks (*) denote lines played from the book library. Both programs dynamically adjust their seat depth according to the time remaining.

Programs A and B clearly show the difference in nominal depth of search between the two playing styles given the same length of time.

| 3 | Game A |
|-----------|---------------------|
| AUTHOR | NEGAQUERG |
| | 20 seconds per move |
| 1 E2-E4 | F7-F5 * |
| 2 E4XF5 | B7-B5 * |
| 3 F1XB5 | A7-A6 * |
| 4 B5XD7 | D8XD7 * |
| 5 D2-D4 | D7XD4 (5) |
| 6 D1XD4 | C8XF5 (0) |
| 7 D4XG7 | F5XC2 (6) |
| 8 G7XE7 | C2XB1 (6) |
| 9 A1XB1 | E8XE7 (6) |
| 10 C1-H6 | G8XH6 (6) |
| 11 G2-G4 | H6XG4 (0) |
| 12 H2-H4 | G4XF2 (0) |
| 13 E1XF2 | E7-F6 (5) |
| 14 B2-B4 | F8XB4 (0) |
| 15 B1XB4 | H8-G8 (6) |
| 16 B4XB8 | G8XB8 (6) |
| 17 G1-H3? | B8-B1 (6) |
| 18 H1XB1 | F6-G5 (5) |
| 19 H4XG5 | A8-B8 (5) |
| 20 B1XB8 | H7-H6 (6) |
| 21 G5XH6 | C7-C6 (7) |
| 22 B8-B4 | C6-C5 (6) |
| 23 H6-H7 | C5XB4 (0) |
| 24 A2-A3 | B4XA3 (0) |
| | |

The remainder of the game illustrates the considerable disadvantage to a side which has pawns but no pieces. White

| has only to mark time. | |
|-------------------------|-------|
| 25 F2-E3 A6-A5 (6) | |
| 26 H3-G1 A5-A4 (7) | |
| 27 G1-H3 A3-A2 (0) | |
| 28 H3-G1 A4-A3 (7) | |
| 29 G1-H3 A2-A1 (=Q) (0) | |
| 30 H7-H8 (=Q) A1XH8 (0) | |
| 31 E3-E4 H8XH3 (0) | |
| 32 E4-E3 H3XE3(0) and I | oses. |

The total time taken by the program was six minutes 10 seconds, an average of 11.5 seconds per move. There were 11 forced moves (no lookahead) and four book opening moves, so that nearly half of all the moves were instantaneous.

| | Game B | | |
|---|-----------|--------------|--|
| | AUTHOR | NEGAQUERG | |
| | | + THREATS | |
| | Moves 1-4 | as in Game A | |
| 5 | D2-D4 | D7XD4 (3) | |
| 6 | D1XD4 | C8XF5 (0) | |
| 7 | D4XG7 | F5XC2 (3) | |
| 8 | G7XE7 | G8XE7 (3) | |
| 9 | C1-H6 | F8XH6(3) | |
| 0 | F2-F4 | C2XB1 (3) | |
| 1 | A1XB1 | H6XF4 (0) | |

12 H2-H4 ???

Oops! I did not want to open the H file for my rook, but overlooked black's simple riposte. Much better was G1-H3. I have included this game because of the elegance of black's remaining moves every one of my remaining moves is a forced capture. E4 CE (2)

| | | F4-G5(3) |
|----|---------|------------|
| 13 | H4XG5 | H8-G8 (3) |
| 14 | H1XH7 | G8XG5 (0) |
| 15 | H7XE7 | G5XG2 (4) |
| 16 | E7XE8 | G2XB2 (5) |
| 17 | E8XB8 | B2XA2 (6) |
| 18 | B8XA8 | A2-H2 (6) |
| 19 | A8XA6 | H2-B2 (6) |
| 20 | B1XB2 | C7-C6 (6) |
| 21 | A6XC6 a | and loses. |

Total time was three minutes 50 seconds for the program, an average of 11 seconds per move.

NUMBERS COUNT

Mike Mudge looks at two-way numbers — a possible revolutionary approach to arithmetic?

This month's story begins with a paper by John Colson entitled Negative-affirmative arithmetic, published in Philosophical Transactions of the Royal Society, Vol 34, pp161-174 in 1726. In this paper a new way of counting was proposed which used numbers —4, —3, —2, —1, 0, 1, 2, 3, 4, and 5. (No mention of 6, 7, 8 or 9 to be made). The idea was encouraged by the famous mathematician Augustin-Louis Cauchy in 1840, Comptes Rendus, vol 11 pp789-798, and formalised by J Halcro Johnston in his book The Reverse Notation, Blackje 1938.

Notation. The conventional notation consists of inverting the symbols 1, 2, 3 and 4 to represent -1, -2, -3 and -4. However, not having this facility available here, we shall use %, ½, ½, and ½ respectively.

It is hoped that readers experimenting with two-way numbers on their computers may be able to print the conventional inverted digits in their output; the alternative is to use the *non-standard* notation of this article.

Continuing with the background to this concept, a number of papers by Cedric A B Smith from 1941 to 1974 attempted to expound the advantages of the two-way system and were supported by Dylan Morgan writing under the title Arithmetic made easy, New Scientist, April 1982; also by the publication as an appendix to Biomathematics vol 2, 1969 of Two-way tables, including squares, common logarithms, sines and cosines.

The quarterly journal Colson News, ISSN 0265-9905 first appeared in 1984 and has now produced seven editions (printed at University College, London and edited by CAB Smith, E Hillman and A Paul). It is appropriate to acknowledge the assistance which this publication has given to the preparation of this article.

Two-way numbers. The sequence of

positive integers now appears thus: 1, 2, 3, 4, 5, 1 $\frac{1}{4}$, 1 $\frac{1}{2}$, 1 $\frac{1}{2}$, 10, 11, 12, 13, 14, 15, 2 $\frac{1}{4}$, 2 $\frac{1}{3}$, 2 $\frac{1}{2}$, 2 $\frac{1}{2}$... where $\frac{1}{4}$ means -4, $\frac{1}{3}$ means -3, $\frac{1}{2}$ means -2, $\frac{1}{2}$ means - For example, the year 1984 is thus written 20 $\frac{1}{2}$ 4, 1985 becomes 20 $\frac{1}{2}$ 5 while 1986 is written 20 $\frac{1}{3}$ 4.

It is appropriate to record here that J Halcro Johnston who can be aptly called 'The Father of Modern Two-Way Numbers' died on January 3¼, 20½4 at the age of 1%2, and it would be a fitting tribute if his concept of arithmetic could be implemented in a genuine manner on a digital computer.

Two-way arithmetic. We have the additional operation of inverting each of the digits, noting that 0 is self inverse, as is 5 in our presentation; although closer study of two-way numbers will reveal certain advantages in having available a symbol for -5, conventionally 5 inverted but in our notation it would have to be 1/5.

Subtraction then becomes inversion followed by addition; multiplication is somewhat easier in two-way arithmetic and division is little more than a series of additions. Thus:

 $1 \times \frac{1}{4} = \frac{1}{4} =$

 $2 \times \frac{1}{3} = \frac{32}{43} \times \frac{1}{3} = \frac{32}{43} \times \frac{1}{3} = \frac{1}{3} \times \frac{1}{3} \times \frac{1}{3} \times \frac{1}{3} = \frac{1}{3} \times \frac{1}{3$

4 x 1/31/4 = %1/44345 x 1/31/4 = 1/230 11/43 1/31/4 54 34 %1/2

Compare with 133234/34 = 3918 remainder 22

Problem A. Construct a computer program which will convert both integers and real numbers expressed as decimals from one-way to two-way notation and vice-versa.

Check. Pi = 3.14159265 ... = 3.142\%3\%3\%1/5... v3 = 1.7320508 ... = ... = 2.\%3211/51\%...

Problem B. Construct subroutines for carrying out genuine two-way arithmetic (not simply converting to one-way, carry-

ing out the arithmetic and then reconverting). For example, $1\frac{1}{2}11\frac{3}{3} = 5\frac{1}{5}4\frac{1}{5}4425\frac{45}{603}\frac{6}{3}$ cf $78109^3 = 476544249449029$.

Problem C. Consider the decimal expansion of 1/n in two-way arithmetic, case:

(i) the expansion is finite,

(ii) the expansion is alternating — for example, $1/1\frac{1}{3} = .143\%\frac{1}{4}\%143\%$ $\frac{1}{4}\%...$, $1/13 = \frac{1}{2}\%\%231\frac{1}{2}\%23...$; and

(iii) the expansion is recurring and nonalternating.

Use a computer program to classify 1/n under types (i), (ii) or (iii) for a large range of values of n. What can be concluded?

Readers are invited to submit the results of their investigations into the use of two-way numbers on a computer to: Mike Mudge, C/- APC, 2nd Floor, 215 Clarence St, Sydney 2000.

Submissions, which must reach me by 1 April 1986, will be judged using suitably vague criteria. A prize will be awarded for the best entry received.

Please note that submissions can only be returned if a suitable stamped addressed envelope is provided.

The Numeri Idonei — August review

This month's prizewinner, Gordon Mills, who 'had some fun with this problem', used an Apple II with Applesoft Basic. He correctly modified the problem as posed by the addition of the condition that 'n' can also be a power of any prime or twice the power of any prime. His two-stage sieve process yielded all the Numeri Idonei and lead to the conclusion that the chance of finding a NI greater than 10000 is extremely small; although it cannot be ruled out.

BLUDNERS

The ciphered text in Fig 6a of 'The Hidden Meaning' (page 122, December 1985) is incorrect. It should read: EEGWEINTMTOUTVNOEHKULYOB-LYRA which decodes as: TELL ME EVERYTHING YOU KNOW ABOUT

The article 'On the Mend', (page 88, December 1985) contained a reference to Hills Computer Service charging a casual rate of \$80 per hour. This rate is incorrect, and is actually \$48 per hour.



Hobart Primaus V

> Contact: Ken Peters, PO Box 282, Lindfield, NSW 2070. (02) 957 3144 or

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LAZING AROUND

Brain-teasers from JJ Clessa

Quickie

If the earth were a perfect sphere and a steel band could be placed around it, how much extra length would be needed to ensure that the band was raised 6cm from the ground all the way round?

Prize puzzle

Short and sweet this month - and not too hard. Can you make a fraction, using all the 10 digits 0-9, which has a value of 9 exactly?

Answers on postcards please, or backs of envelopes, to reach us not later than 20 February 1986.

November prize puzzle

Obviously the November prize puzzle was much harder than usual. About 35 entries were received for this problem and only 32 of them contained the correct solution.

The winning entry - chosen at random from the pile - came from Ross Henderson of Magill, SA.

Congratulations to you, Mr Henderson your prize is on its way.

The winning solution is as shown.

| 2 | 3 | 5 | | 1 |
|---|------|----|---|---|
| | 1 | .0 | 7 | 6 |
| 2 | 1 | 1 | | 3 |
| 1 | 1 | 4 | 1 | |
| 4 | 1.00 | 4 | 5 | 5 |

USER GROUPS INDEX

Below is a list of updates and additions to the full User Group Index published in the January issue of APC. The next full listing will appear in the May issue of APC.

NEW SOUTH WALES

Dapto BBC User Group or DBUG is a recently formed user group for BBC users. The club meets at 7 pm on the last Wednesday of each month at 3/74 Princess Highway, Dapto NSW. For further information write to: DBUG, PO Box 447, Dapto NSW 2530.

The Blue Mountains Computer Club has changed its name to Blue Mountains Homebrew Computer Club. The club is now specialising in support of home-made and computer systems, DIY including the OZI Rabble. The club also intends to support 68000 based systems, including the Atari 520ST, Commodore Amiga and the Sage/Stride. Meetings are

held at members' homes and interested parties should contact the club for details. Write to: Blue Mountains Homebrew Computer Club, Eric Lindsay, 6 Hillcrest Avenue, Faulconbridge NSW 2776.

Sega owners wanting to contact the Sege User Group should call (02) 831 1150

VICTORIA

The Essendon Commodore 64 User Group has recently been formed. The first meeting will be held on March 1, 12pm at Bus Stop Computers, 1029 Mt Alexander Road, Essendon. For more information contact George Strathoulis (03) 337 4159 or write to 8 Byron Avenue, East Keilor Vic 3036.

QUEENSLAND

A Memotech Computer User Group has been formed on the Sunshine Coast, Qld. Interested parties should write to: Memotech User Group, PO Box 497, Maroochydore Qld 4558.

A new club, the NEC PC-8000 User Group meets on the second Friday of each month at the Old Town Hall, South Brisbane. For further information write to: NEC PC-8000 User Group, C/- David M Clark, 18 Provence Street, MacGregor Qld 4109.

An Australian Postal Institute Computer User Group has been formed in Brisbane. Meetings are held on the first Monday of each month, 6.15pm at 14th Floor, AAMI Building, 97 Creek Street, Brisbane. For more information contact Steve Devine (07) 835 7044 or Keith Atkinson (07) 835 8033.

For information about the Sega User Group in Queensland, contact Keith Zuch (07) 288 3115 or Robert Horkings (07) 52 5603.

SOUTH AUSTRALIA

For information regarding the Adelaide Sega User Group, contact Jan Jacobsen (08) 382 7967 or Jamie Anderson (08) 263 5020.

WESTERN AUSTRALIA

For details about the Sega User Group in Western Australia, contact John McLennan (09) 342 5905.



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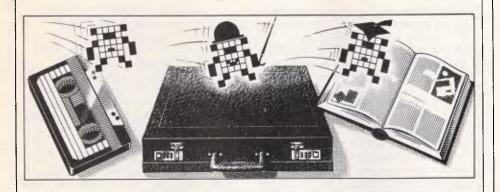
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PROGRAMS



Owen Linderholm selects the best of readers' programs. For details on submitting your own, see the end of this section.

Heading up this month's offerings is a superb program for the Spectrum by Phillip Wade. It allows a Spectrum with an Interface 1 to be hooked up to almost any modem in order to communicate with all types of bulletin board and information retrieval systems. The program overcomes the lack of a UART (Universal Asynchronous Receiver/Transmitter) chip, and is more flexible and powerful than most commercial communications software for the Spectrum — and it's free!

Commodore 64 users can type in an editing program that allows bi-directional scrolling of listings and auto-inserting. It can be combined with the trace/step/walk utility published in APC, December, 1985.

The Amstrad program promised last month, which mysteriously failed to appear, is included: it's a drawing program with features such as colour-filling, airbrushes, line drawing and circles.

And finally, Apple Pascal programmers can now PEEK and POKE among other things with some helpful utilities.



Games



Scientific/mathematic



Business



Toolkit/utilities



Educational/Computer
Aided Learning



Spectrum Communicator by Phillip Wade

This program enables a 48k Spectrum with an Interface 1 to act as an ASCII terminal to other computers via the RS232 socket. It will work at up to 1200 baud full duplex, including split baud rates, and can be used with a modem for contacting bulletin boards, and so on. The program will not work with Viatel and Microtex as the Spectrum can't reproduce the Videotex character set.

If a modem is used, you will need one which can be connected to the Spectrum's RS232 socket. If you can't obtain one with a suitable plug, it's probably best to get one to plug into the BBC's RS423 port and then change the plug yourself. The necessary plugs and cables can be obtained from electronics shops.

Another alternative is to connect to a standard RS232 socket (25-pin D plugs). The correspondence between the two sockets for the Spectrum RS232 and BBC R423 is shown in Fig 1. When connecting to other plugs, use the same pins on the Spectrum nine-pin D plug and refer to the modem manual to connect these to the pins corresponding to the equivalents for the BBC.

If you have a modem that can be controlled by software, you will need to write this software yourself, and remember to connect the Spectrum's CTS line to the modem's RTS. Generally, it is safer and easier to use a modem contolled by switches and handle it manually.

The program stores a copy of the

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PROGRAMS

online interaction in a log file so that it can be viewed again later. It is also possible to print, save and load a log file. This file can hold up to 22,500 characters, and the amount of characters used up at any time is shown below the main menu.

Another option from the menu allows you to reset the protocol used to one of the common protocols used by bulletin boards, or to define all the settings individually. One of the settings allows control characters to be displayed explicitly on the screen. They will appear as an up-arrow followed by one of @,A,B,...,Z,[,/,], (\(\Lambda\)), ..., (£) for the control codes 0,1,...,31,127 respectively. These can also be generated for transmission by typing EMODE followed by the correct letter. Type EMODE again to revert to normal.

The following keys have special functions:

CAPS SHIFT 1 — returns to main

menu

2 — toggles caps lock

3 — sends Xoff (CHR\$
19) to remote computer

4 — sends Xon (CHR\$
17) to remote computer

5 — sends backspace
(CHR\$ 8) to remote
computer

6 — sends linefeed
(CHR\$ 10) to remote

computer
7 — sends cursor up
(CHR\$ 11) to remote
computer

" 8 — sends cursor down (CHR\$ 9) to remote computer

" 9 — prints a copy of the screen to ZX printer

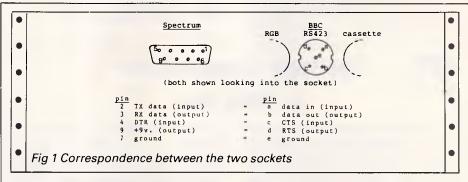
0 — sends delete (CHR\$ 127) to remote computer

You should remember that the program only simulates full duplex operation using half duplex, which effectively means that the computer can't really send and receive at the same time, and only pretends to do so by switching between sending and receiving very quickly.

It is possible that arriving characters could be missed or garbled if you are typing when they arrive, but this shouldn't be of too much inconvenience as it is difficult to type quickly on the Spectrum. Just remember not to type ahead by anticipating questions and typing the answers too early.

To use the program, type in the first of the listings and save it using SAVE "sc" LINE 30, then type in the second program and save it to a different tape. This program should then be run, and when it finishes it will generate code. Save it to tape (it should be saved after the first program on the first tape); this tape then holds the working version of the program. To put the program on microdrive, alter the aforementioned SAVE instruction, plus line 50 of the first program and line 110 of the second program.

In the listing, the close-bracket character in lines such as 390, 470, 500 and 510 should be typed in as the # (hash) character.



PROGRAMS

```
200 PRINT AT 21,0;"Log file: ";endlf-startlf+1;"/22500 bytes used"
210 PAUSE 0: LET k$=INKEY$: IF k$<"1" OR k$>"8" THEN GO TO 210
220 IF k$>="3" AND k$<="5" AND endlf=startlf-1 THEN LET m$="No lcg file exists
': GO SUB 880: GO TO 210
                230 CLS
               230 CLS
240 IF k$="1" OR k$="2" THEN
250 IF k$="3" THEN GO TO 370
260 IF k$="4" THEN GO TO 420
270 IF k$="5" THEN GO TO 560
280 IF k$="6" THEN GO TO 680
290 IF k$="7" THEN GO TO 920
                                                                              THEN GD TO 320
•
                                                                                                                                                                                                                                            •
•
                                                                                                                                                                                                                                            .
                300 STOP
                                                                                                                                                                                                                                            •
                320 REM go on-line
330*POKE 63816,VAL k$
340 RANDOMIZE USR 63631
•
                                                                                                                                                                                                                                            •
               •
                                                                                                                                                                                                                                            •
•
               •
                                                                                                                                                                                                                                            •
                                                                                                                                                                                                                                            •
               520 POKE 63635,3: RANDOMIZE USR 63634: REM outputs the log file to stream 3 530 IF k$="2" THEN CLOSE )3: PRINT )1; "Reconnect modem to R5232 socket, and press any key.": PAUSE 0 540 GO TO 80
•
                                                                                                                                                                                                                                            •
                .
            570 PRINT AT 0,0; "Save log file";AT 0,0; OVER 1:
580 LET fs="To": GD SUB 770
590 IF ks="2" THEN PRINT )1; "Insert cartridge in drive l, andpress any key.":
PAUSE 0: CLS: SAVE *"m";1;f$CODE startlf,endlf-startlf*!: VERIFY *"m";1;f$CODE
•
            : GO TO 80
•
                                                                                                                                                                                                                                            •
              : GO TO 80

600 SAVE f$CODE startIf,endIf-startIf+1

610 PRINT )1;"Press V to verify, any other keyto continue.

620 PAUSE 0: LET k$=INKEY$: CLS

630 IF k$<>"V" AND k$<>"v" THEN GO TO 80

640 PRINT )1;"Reconnect EAR lead and play tape"

650 VERIFY f$CODE
                                                                                                                                                                                                                                            650 VERIFY f$CODE
660 GD TD B0
670 REM *******************
680 REM reload log file
690 PRINT AT 0,0; "Reload log file"; AT 0,0; GVER 1; " "
700 LET f$="From": GD SUB 770
710 RANDDMIZE USR 63777: REM clears log file area
720 IF k$="2" THEN PRINT )]; "Insert cartridge in drive 1, andpress any key.':
PAUSE 0: CLS: LOAD *"m"; 1; f$CODE startlf, 22500: GD TD 740
730 PRINT )]; "Start tape.": LOAD f$CODE startlf, 22500
740 RANDDMIZE USR 63795: REM sets address of end of log file
750 GD TD 80
•
                                                                                                                                                                                                                                            .
                                                                                                                                                                                                                                            810 CLS
820 INPUT "Supply filename: "; LINE f$
830 IF LEN f$=0 THEN LET m$="Filename must be given": GO SUB 880: GO TO 820
840 IF LEN f$>10 THEN LET m$="Filename top long": GO SUB 880: GO TO 820
850 CLS
•
.
                                                                                                                                                                                                                                            •
                860 RETURN
               890 REM routine to output an error message
890 PRINT AT 20,0; INVERSE 1;m$: BEEP 1,0
                                                                                                                                                                                                                                            .
               890 PRINT AT 20,0; INVERSE 1;m$: BEEP 1,0

700 RETURN

710 REM ********************************

720 REM reset protocol

730 PRINT AT 0,0; "Reset protocol";AT 0,0; OVER 1;"

740 PRINT AT 3,0;"1. 300/300 baud, no parity,

750 PRINT AT 6,0;"2. 300/300 baud, even parity,

750 PRINT AT 7,0;"3. 1200/75 baud, even parity,

760 PRINT AT 12,0;"4. Other"

780 PAUSE 0: LET k$=INKEY$: 1F k$<"1" OR k$>"4" THEN 60 TO 780

790 CLS
•
                                                                                                                                                                                                                                            •
.
                                                                                                                                                                                                                                            .
                                                                                                                                                                                                                                            CLS
            990 CLS

1000 IF k$="4" THEN GD TD 1100

1010 IF k$="1" THEN LET inbaud=300: LET outbaud=300: LET parity=2

1020 IF k$="2" THEN LET inbaud=300: LET outbaud=300: LET parity=0

1030 IF k$="3" THEN LET inbaud=1200: LET outbaud=75: LET parity=0

1040 POKE 63822, inbaud-256*INT (inbaud/256): POKE 63821, INT (inbaud/256)

1050 POKE 63822, outbaud-256*INT (outbaud/256): POKE 63823, INT (outbaud/256)

1070 POKE 63828, Outbaud-256*INT (outbaud/256)

1070 POKE 63828, Outbaud-256*INT (outbaud/256)
                                                                                                                                                                                                                                            •
                                                                                                                                                                                                                                            •
•
               1080 PUKE 03825,0
1090 GD TO 80
1100 PRINT "Baud rate for input"??"Baud rate for output"??"Parity"??"Stop bits"?
?"Echo"?""Insert LF when CR recd"??"Insert LF when CR sent"??"Show control chara
                                                                                                                                                                                                                                            •
             cters"
1110 LET restore=1510: LET address=63818
                                                                                                                                                                                                                                            .
             1120 FOR n=0 TO 14 STEP 2
                          GO SUB 1270
PRINT AT n, 26; v$
             1140 PRINT AT 1,26; **

1150 IF n>0 AND n<10 THEN LET restore=restore+10

1160 NEXT n

1170 PRINT AT 19,0; "Press "; INVERSE 1; "SPACE"; INVERSE 0; " to toggle setting"

1180 PRINT AT 21,0; "Press "; INVERSE 1; "ENTER"; INVERSE 0; " when set"

1190 LET restore=1510: LET address=63818
                                                                                                                                                                                                                                            •
.
                                                                                                                                                                                                                                            •
```

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PROGRAMS

```
1200 FOR n=0 TO 14 STEP 2
        1210 80 SUB 1270
1220 GO SUB 1370
1230 IF n>O AND n<10 THEN LET restore=restore+10
1240 NEXT n
       •
•
        1290 READ inc,bytes
1300 LET address=address+inc
1310 READ v$,v
1320 IF v$="end" THEN RESTORE restore: READ inc,bytes,v$,v: RETURN
1320 IF bytes=1 AND PEEK address=v THEN RETURN
1330 IF bytes=2 AND PEEK address=v-256*INT (v/256) AND PEEK (address+1)=INT (v/2
56) THEN RETURN
1350 GD TO 1310
.
•
                                                                                                                                     .
.
        1490 REM ************
        .
           10 CLEAR 63630
           20 LET byte=63631
20 LET byte=63631
30 FGR n=1000 TO 2180 STEP 10
40 LET total=0
50 FGR p=1 TO 16
•
      60 READ data: POKE byte,data
70 LET total=total+data: LET byte=byte+1
80 NEXT p
•
.
•
.
•
                                                                                                                                     •
        1470 DATA 17,143,216,33,0,64,237,176,24,5,62,255,50,103,249,62,1696
        1480 DATA 2, 205, 1, 22, 205, 107, 13, 62, 63, 237, 71, 237, 86, 58, 80, 249, 1698
1490 DATA 183, 196, 156, 249, 201, 58, 107, 249, 183, 192, 58, 106, 92, 238, 8, 50, 2326
1500 DATA 160, 92, 195, 36, 252, 58, 107, 249, 183, 192, 205, 36, 232, 33, 203, 251, 2450
1510 DATA 229, 237, 115, 61, 92, 243, 6, 192, 205, 175, 14, 225, 175, 201, 588, 2316
1520 DATA 249, 183, 200, 58, 107, 249, 238, 1, 50, 107, 249, 58, 72, 92, 203, 255, 2371
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                                                                                                                                                                                                                                                                                                                          .
                                                                                                                                                                                                                                                                                                                          2050 DATA 159,230,248,130,87,125,198,32,111,63,159,230,248,132,103,193,2448
2060 DATA 16,212,65,197,6,8,197,213,98,107,54,0,19,205,114,255,1766
2070 DATA 1,31,0,237,176,209,193,20,16,236,33,32,248,25,84,93,1634
.
               2070 DATA 1,31,0,237,176,209,193,20,16,236,33,32,248,25,84,93,1634
2080 DATA 193,16,224,13,58,103,249,145,50,103,249,201,33,255,87,17,1996
2090 DATA 254,87,6,192,175,119,197,205,114,255,1,32,0,237,184,193,2251
2100 DATA 61,244,201,217,205,242,252,217,201,58,104,249,254,32,200,205,2897
2110 DATA 61,245,58,106,249,42,108,249,119,201,58,104,249,254,32,200,2435
2120 DATA 58,72,92,42,108,249,119,201,58,112,249,167,200,58,103,249,2137
2130 DATA 205,158,14,58,104,249,33,111,34,110,249,124,15,15,15,230,1824
2140 DATA 3,246,88,103,34,108,249,175,50,112,249,201,245,58,104,249,2274
2150 DATA 263,32,32,77,175,50,104,249,205,172,254,205,151,255,237,91,2473
2160 DATA 10,249,241,237,75,54,92,38,0,111,41,41,41,9,58,105,1502
2170 DATA 249,70,6,8,126,169,18,20,35,16,249,201,62,1,50,112,1401
                 2180 DATA 249, 201, 254, 16, 16, 16, 16, 16, 0, 0, 66, 66, 66, 66, 66, 60, 1174
```



Commodore 64 Program Editor

by Alexander Sassoon

MICROTEX 666

Still keying in programs? Forget it!
This program is available for telesoftware downloading on Microtex 666 (page *6663#.)

This program adds extra features to the Commodore 64 screen editor, including an automatic insert mode and the ability to scroll forwards or backwards through a listing. This removes the need to constantly list bits of a program and hit the Stop key when the part you want to see appears.

The TRACE / STEP / WALK utilities published in the December 1985 issue of *APC* can be made compatible with this program by entering the following line after both programs have been loaded:

A=50371:POKE A, 188:POKE A+5,



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PROGRAMS

| | SHIFT (F 6) 'CONT' | 2020 REM GREEN PRINT. 2030 REM PRESS [F2] TO STEP THROUGH | • |
|---|---|--|---|
| | SHIFT F 8 'RUN' | 2040 REM THE AVAILABLE BORDER COLOURS 2057 REM AND [F4] TO STEP THROUGH THE | • |
| | No need to type in any line containing a REM statement. | 2070 REM KEYS ARE SET TO AUTO-REPEAT. 2080 REM 2090 REM (F6) EXECUTES THE 'CONT' | |
| • | 1000 REM *********************************** | 2100 DEM COMMAND AND LEDS HIS | |
| • | 1010 REM x 'PROGRAM EDITOR' x 1030 REM x PI-DIDECTIONOL COROLLING x | 2120 · 2130 REM *********************************** | • |
| • | 1050 REM * FDR COMMODDRE 64 * | 2150 REM *********************************** | • |
| | 1070 REM * * * * * * * * * * * * * * * * * * * | 2180 REM REDUCE THE MEMORY AVAILABLE 2180 REM FDR BASIC PROGRAMS. | |
| • | 1100 REM *********************************** | 2200 REM 2210 REM THE EDITOR IS STORED BETWEEN 2220 REM *CSSE TO *CR31 AND USES ZERD | |
| • | 1010 REM XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX | 2230 REM PAGE LOCATIONS \$FB AND \$FE. 2240 REM THE MAIN, FRROR, NMI AND IRG 2250 PEM UNCLORS ARE ALTERED | • |
| • | 1160 REM | 2260 REM 2270 REM THE PROGRAM EDITOR SHOULD | • |
| • | 1180 REM A PROGRAM LISTING | 2290 REM PROGRAMS THAT MAKE USE OF 2300 REM THESE LOCATIONS OR VECTORS. | • |
| | 1210 REM SCROLL FORWARDS THROUGH A 1220 REM PROGRAM LISTING; HOLD DOWN | 2310 REM 2320 PRINT CHR\$(147); CHR\$(17) 2330 DIM ERR(89) | |
| | 1240 REM 1250 REM THE EDITOR WILL STOP LISTING | 2340 DEF FN DEC(X) = ASC(MID\$(MCODE\$,X)) -65 | |
| • | 1260 REM AS SODN AS EITHER KEY IS 1260 REM AS SODN AS EITHER KEY IS 1270 REM RELEASED. THE PROGRAM MAY | 2360 PRINT CHR\$(145); 'READING DATA FROM LINE"; 3220 + LINE*10 | • |
| • | 1280 REM THEN BE EDITED OR COMMANDS 1290 REM ENTERED IN THE NORMAL WAY. 1300 REM | 2370 SUM=0 .CHECK=0 2380 FOR WRD=0 TO 10 STEP 2 2390 READ MCDDF\$ | • |
| • | 1310 REM WHERE THERE ARE NO LINES 1320 REM ALREADY LISTED DN THE SCREEN 1330 REM THE EDITOR WILL LIST FROM THE | 2340 DEF FN DEC(X) = ASC(MID\$(MCODE\$,X)) -65 2350 FDR LINE=0 TD 89 2360 PRINT CHR\$(145): 'READING DATA FROM LINE": 3220 + LINE=10 2370 SUM=0 .CHECK=0 2380 FOR WRD=0 TO 10 STEP 2 2390 READ MCDDC\$ 2490 NI = FN DEC(1) x 26 + FN DEC(2) 2410 N2 = FN DEC(1) x 26 + FN DEC(4) 2420 IF N1>255 THEN NI=NI-256 .CHECK=CHF CK+2+WRD 2430 IF N2>255 THEN N2=N2-256 -CHECK=CHF CK+2+CWRD+1) 2440 IF N1>255 DR N2>255 DR N1<0 OR N2<0 THEN 2470 2450 DRYF 50490 + LINEXIA + MPD NI | • |
| • | 1340 REM BEGINNING OF THE PROGRAM IF 1350 REM SCROLLING FORWARDS, AND FROM 1360 REM THE LAST LINE OF THE PROGRAM | CK+2+WRD 2430 IF N2>255 THEN N2=N2-256 - CHECK = CHC CK+2+(WPD+1) | • |
| | 1370 REM IF SCROLLING BACKWARDS. | 2440 IF N1>255 DR N2>255 DR N1<0 DR N2<0 THEN 2470 | |
| | 1390 REM THE [F1] KEY HAS NO EFFECT 1400 REM ONCE THE FIRST LINE IS LISTED 1410 REM ON THE SCREEN; [F3] HAS NO | 2450 PDKE 50494 + LINE*12 + WRD, N1 2460 PDKE 50495 + LINE*12 + WRD, N2 2470 SUM - SUM + N1*(WRD+1) + N2*(WRD+2) | |
| • | 1420 REM EFFECT DNCE THE LAST LINE OF 1430 REM THE PROGRAM IS REACHED. 1440 REM | 2400 NEXT WRD 2490 IF CHECK (> SUM-INT(SUM/4093)*4093 THEN ERR(LINE)=1 | • |
| • | 1450 REM SINCE THE EDITOR ACTUALLY 1460 REM READS THE LINE NUMBERS FROM 1470 REM THE SCREEN, IT IS POSSIBLE TO | 2500 NEXT LINE 2510 : 2520 REM PRINT LIST OF BAD LINES | • |
| • | 1480 REM SWITCH FREELY BETWEEN SCROLL- 1490 REM ING FORWARDS AND BACKWARDS. 1500 REM | 2530 FOR LINE=0 TO 89 2540 IF ERR(LINE) THEN PRINT "PLEASE CHE CK DATA IN LINE"; 3220 + LINE×10 :ERR=1 | • |
| • | 1510 REM A STARTING LINE MAY BE SPEC- 1520 REM IFIED BY TYPING A LINE NUMBER 1530 REM BEFORE PRESSING (F1) OR (F3). | 2440 IF N1)255 DR N2)255 DR N1<0 DR N2<0 THEN 2470 2450 POKE 50494 + LINE×12 + WRD, N1 2460 POKE 50495 + LINE×12 + WRD, N2 2470 SUM - SUM + N1×(WRD+1) + N2×(WRD+2) 2480 NEXT WRD 2490 IF CHECK <> SUM-INT(SUM/4093)×4093 THEN ERR(LINE)=1 2500 NEXT LINE 2510: 2520 REM PRINT LIST OF BAO LINES 2530 FOR LINE=0 TO 89 2540 IF ERR(LINE) THEN PRINT "PLEASE CHE CK DATA IN LINE"; 3220 + LINE×10 :ERR=1 2550 NEXT LINE 2560 IF ERR THEN END 2570 | • |
| • | 1540 REM 1550 REM THE CURSOR NEED NOT BE MOVED 1560 REM TO THE TOP OR BOTTOM OF THE | 2580 PRINT CHR\$(147) 2590 PRINT "MACHINE CODE ENTERED OK" 2600 FOR I = 1 TO 11 2610 READ STRING\$ 2620 STRING\$ = STRING\$+CHR\$(0) 2630 FOR CHAR=1 TO LEN(STRING\$) 2640 POKE 51568+CHAR+PNTR, ASC(MID\$(STRING\$) | • |
| • | i570 REM SCREEN BEFORE SCROLLING, BUT i580 REM MUST BE AT THE START OF A i590 REM SCREEN LINE UNLESS A STARTING | 2610 READ STRING\$ 2620 STRING\$ STRING\$+CHR\$(0) 2630 FOR CHAR=1 TO LEN(STRING\$) | • |
| | | | |
| | 1640 REM WILL COVER UP THE FOLLOWING | 2650 NEXT CHRIK 2680 PNTR - PNTR + LEN(STRING*) 2670 NEXT I | |
| • | 1650 REM LINE WHEN LISTING BACKWARDS. 1660 REM SUCH LINES MAY BE LISTED | 2690 : 2690 REM *********************************** | • |
| • | 1670 REM FORWARDS WITHOUT HIDING 1680 REM THE NEXT PROGRAM LINE. 1690 REM | 2710 REM XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX | • |
| • | 1700 REM THE ADDRESS OF THE SCREEN 1710 REM SHOULD NOT BE MOUED FROM 1720 REM THE DEFAULT LOCATION (\$0400). | 2710 REM *********************************** | • |
| | 1740 REM | 2770 REM TO LOAD AND INITIALISE THE | |
| • | 1760 REM | 2790 REM FOLLOWING LINES TO THE 2800 REM BEGINNING OF YOUR PROGRAM: | • |
| • | 1780 REM BY PRESSING [F5]. 1790 REM 1800 REM IN THIS MODE THE CURSOR STOPS | 2810 REM | • |
| • | 1820 REM ENTERED ARE AUTOMATICALLY 1830 REM INSERTED IN FRONT OF THE | 2830 REM 2840 REM FOR DISK CHANGE THE 2ND LINE: 2850 REM 2 K=1:LOAD "EDITOR MCODE",8 2860 REM | • |
| • | 1840 REM CURSOR. 1850 REM THE DELETE AND CURSOR KEYS 1860 REM WORK NORMALLY. | 2870 REM AFTER RUNNING YOUR PROGRAM 2880 REM BOTH THE LINES SHOULD BE 2890 REM REMOUED. | • |
| • | 1970 REM 1980 REM AUTO-INSERT MODE IS CANCELLED | 2900 REM 2910 PRINT 2920 PRINT 'SAUE MACHINE CODE? (PRESS Y | • |
| | 1890 REM BY PRESSING [F5] AGAIN, 1900 REM [RETURN] OR [SHIFT][RETURN]. 1910 REM | 2910 PKINI 2920 PRINI 'SAUE MACHINE CODE? (PRESS Y OR N)" 2930 GET KEY\$. IF KEY\$<>"Y" AND KEY\$<>"N" THEN 2930 | |
| | 1920 REM 1930 REM MISCELLANEOUS FEATURES 1940 REM | 2940 IF KEY\$="N" THEN 3130 2950 PRINT"DISK OR TAPE? (PRESS D OR T)" 2960 GET KEY\$! IF KEY\$! \\ \T\" AND KEY\$! \\ \T\" \\ | |
| • | 1950 REM [F7] CANCELS THE EFFECT OF 1960 REM TYPING A QUOTE MARK - THE 1970 REM CURSOR KEYS ETC. WILL WORK | THEN 2930 2940 IF KEY\$="N" THEN 3130 2950 PRINT"DISK OR TAPE? (PRESS D OR T)" 2950 GET KEY\$: IF KEY\$<>"D" AND KEY\$<>"T" THEN 2960 2970 DEUICE=1 2980 IF KEY\$="D" THEN DEUICE=8 | • |
| • | | | • |
| • | 2000 REM THE DEFAULT SCREEN AND BORDER 2010 REM CDLDURS ARE SET TO BLACK WITH | 3000 REM CALL KERNAL ROUTINES TO SAVE 3010 REM A BLOCK OF MACHINE CODE 3020 REM | • |

| | 3030 SYS (57812)"EDITOR MCODE",DEVICE,1 | 3680 DATA GGKU,BGKI,SRGN,KNMU,AWST,GJKU |
|-----|--|--|
| • | 3040 REM POKE START AND END ADDRESSES | 3690 DATA FDFU, GARE S KD, OYPY, DZPZ, GJPY |
| | 3050 PDKE 252,62 PDKE 253,197 | 3700 DATA MAIZ K-LIP BULAURU GUHU GUHU FULS |
| | 3060 PDKE 781,50 :POKE 782,202 | 3710 DATA LOGK, F. T. SHAM SKUP - YEARLING |
| | 3070 POKE 780.252 | 3720 DATA FOFT OF A HERO CORPURED DETELL |
| | 3080 SYS 57695 | 3730 DATA QWHR |
| i | 3090 : | 3742 DATA 3204 |
| _ | 3100 REM XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX | 3740 DATA GGPY GEFT FETT FULL BUEN DE LA COMP |
| • | 3110 REM × INITIALISE PROGRAM EDITOR × | 3250 DATA NZSN. |
| | | 3262 DATA UZDY 3220 DATA EDUCINE HELITAR KANALIKET |
| - 1 | 3120 REM *********************************** | 3770 (MIN FUJUS UTS THEE TO HER WHINK THEE |
| | 3130 SYS 50500 | 3780 CATA TRUA, ARMILARIO LIBERALEANNANIA |
| - 1 | 3140 : | 3790 DATA NUNK, BEEN, MEET, ACCY, JULIE 1871 |
| | 3150 REM TO CANCEL THE EDITOR ENTER:- | 3800 CATA EDEL, 2011/2000 . MATERIAGO 2010 |
| | 3160 REM SYS 58451 :SYS 10 | 3810 DATA KUET KRII 1800 SKA THALIFR |
| _ | 3170 REM | 3820 DATA FUIL KSUBUTEQUIDEKMIT THILDEN |
| | 3180 : | 3830 DHTA BURT, 3K - NY K |
| | 3190 REM XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX | 3842 CATA SVJX. |
| | 3200 REM * COMPACTED MACHINE CODE DATA* | 3850 DATA TORS. DEUM, TKNN PORTE JERUAL RUH |
| ~ | 3210 REM XXXXXXXXXXXXXXXXXXXXXXXXXXXXX | 3860 DATA JYHQ, JS.J. ISK. ASPK. HHJDLX PJE |
| | 3220 DATA LCIH,GOCY, IPHR, GNAF, PHFE, JYGN | 3870 DATA APSI, SUG-LIFE AND HE AND THE |
| | 3230 DATA JWPH, BGRW, PHBH, RWBG, QZHS.QJRC | 3880 DATA RWIM, HSG. |
| | 3240 DATA PHJW,JZGN,RNFL,JXJZ,CEQA,HPGG | 3890 DATA MUDS, ROGE THE THE THE STATE OF TH |
| | | 2020 DATA CIVIL FOR |
| - 1 | 3250 DATA FPPI, KUJZ, FKKU, JZGG, GUEQ, PIKQ | 3900 DATA SUJW.FDCS. Lau Madd. TKI LANHS |
| | 3260 DATA JZPG, AVAD, DKGG, HMFM, JYJZ, PGAD | 3910 DATA MUCJ.HRG:GE.AYLU.KTIU.GIF |
| | 3270 DATA JZQC,AAGE,AAQJ,AFFM,LCIA.PGLD | 3920 DATA HTBN, TCKH MAS . TNU , LYLX |
| | 3280 DATA IAPH, FEAC, QJJW, DZJR, EEAC, GECU | 3930 DATA GEBG, NUIL |
| | 3290 DATA FIMQ,FWMQ,QJDT,PHKJ,SJQM,KJIN | 3940 DATA SECY, DYSR LERN REPORTURE, LOKP |
| | 3300 DATA LSKN,BGHG,JMBG,IRJU,IAAJ.BGQD | ONAM, YUU L. H. R. P. C. L. LOBA, AGES ATAG 626E |
| ~ } | 3310 DATA JTLC, KUIU, CYDR, RLBG, JAJU, QFJR | 3960 DATA CYDQ, RNGZ. LLL LLU B3SL, RNGC |
| | 3320 DATA JGAE, QFHZ, RWAO, MUCA, JACY, DTSW | 3970 DATA AZGN, GILC. TPOL - LIA TMLC , CKRL |
| _ | 3330 DATA LCIC, HPFE, ESDY, ETLC, ELJW, QKJG | 3980 DATA FCRN, BGCL . TROE HUTH . HUBG . BEGY |
| • | 3340 DATA TEMU, FDGI, GGAA, BGIA, RNRP, ANTC | 3990 DATA LCMH, QLBG, MORL JUNU, GUUX, LCMP |
| | 2350 DATA MODY THAT CHOU TECY HILLY CALL | 4000 DATA QLHU,RWIM, HEEL . BG, SDGO, QGJU |
| - 1 | 3350 DATA KCPX, JWAC, SURW, TFCY, HUGK, GJID | 4010 DATA CINC DOOD |
| | 3360 DATA FDRQ, QFSC, OZHT, FWMQ, PECU. QFRW | 4010 DATA QUNG, QARP, LLEY CK, TOHH, LLRU |
| _ | 3370 DATA JGBQ, MUCG, IWGI, TNJG, BGGK, SAIA | 4020 DATA LCMP, QLUI SUEL GTSP. BGMH, QLILL |
| 1 | 3380 DATA KIRP, BGPK, KUHT, GEGU, KAHT, EZQQ | 4030 DATA MHQL, SE-T.RDIH. RM.C. LAGP, JARP |
| | 3390 DATA AGFG, FCSE, DYIE, CUGN, POLC, KSIX | 4040 DATA QUNU, LCLA JEFTH TERK JUIG, KAUG |
| • | 3400 DATA FCSE, PAIE, EABG, AWST, GJRM, DZRS | 4050 DATA KASM, AIRW, RREE, KILCA, KULCAKISR |
| | 3410 DATA FLPM, ACGO, QNPH, ACIA, AWQF, IEAF | 4060 DATA FCRN, BGM-, U SE J. BBBG .B. 30 |
| 1 | 3420 DATA IIRW,KMGJ,RLRP,AERW,ADMU,IWRN | 4070 DATA BGMH, QLB3. TO H. JELR, GAAA, GKUU |
| | 3430 DATA RPKB, IAAO, MURM, RMPE, TCIK, LCQU | 4080 DATA SMAE, IAKB. WHR . YHE, HUFC, JUFG |
| _ | 3440 DATA RMBG, GYIU, HTFB, RWJZ, CYTA, TUHT | 4090 DATA PGPE,ACMU, MYIU, AND JUCIF, RGHK |
| | 3450 DATA PCRW, KCQA, AAFC, SAOY, IIQE, IIIA | 4100 DATA RGRP, ANSG, LCIN, Jehl, JWKJ, LLII |
| 1 | 3460 DATA CNGI, IERW, MFRP, PDRW, JZTA, BGRW | 4110 DATA ROHK, RORG, RRAN TROF , BOLL |
| • | 3470 DATA HTPE, RWJZ, TABH, IAGG, AAHT, PFRW | 4120 REM |
| | | 4130 REM IF ERRORS ARE REPORTED IN ALI |
| 1 | 3480 DATA ANHH, KCGH, LCAW, STIY, SMKA, RWTH | 4140 REM THE DATA LINES THEN CHECK |
| _ | 3490 DATA GJKJ,RPPG,IAAN,HHSY,SYLC,AWST | |
| | 3500 DATA SUIQ, ADIA, JLGN, KJHT, FFRW, AHQF | 4150 REM PROGRAM LINES 2340 TO 2500. |
| | 3510 DATA JRCU, ABFD, JRFW, QAAA, RPAN, IAAF | 4160 : |
| | 3520 DATA FCTN,MUJY,IWHT,FLRW,ACDY,JRMU | 4170 REM **************** |
| | 3530 DATA TJHP, EQQF, RUJG, AMQF, RUGS, FFJY | 4180 REM × STRING DATA × |
| - | 3540 DATA GEJW, FCHZ, MUAT, SWNO, NWEA, EAEA | 4190 REM xxxxxxxxxxxxxxxxxxxxxxxx |
| | 3550 DATA NWEA, 8GCN, HRFD, AGBG, NSHR, JEGU | 4200 DATA LIST PROGRAM UPWARUS |
| | 3560 DATA NKQF, SCHT, AWGU, JZLC, ORRO, LCDE | 4210 DATA LIST PROGRAM DOWNWARDS |
| | 3570 DATA HRQQ, MOBG, KPGK, GEJW, QFNN, AYNX | 4220 DATA AUTOMATIC INSERT MODE ONZOES |
| _ | 3580 DATA AEFD, NNFD, ACIW, DSIW, DRRW, ACSS | 4230 DATA CANCEL QUOTE MODE |
| | 3590 DATA NDGU, DRRW, TIRD, QROR, HSKN, NNTC | 4240 DATA CHANGE BORDER LOT OUR |
| | | |
| | 3600 DATA NHRD, ORDR, FOAU, RDOR, NNOZ, KRIW | 4250 DATA CHANGE SCREEN COLOUR |
| | 3610 DATA DRRW, JYIW, DSQA, JWFC, JRRO, DYAP | 4260 DATA 'CONT' |
| | 3620 DATA FCJU,FCHW,FKPM,JYLC,QUHQ,CYSD | 4270 DATA 'RUN' |
| | 3630 DATA QGGJ,LNDZ,DRGJ,BSDZ,DSRM,NNGJ | 4282 DATA PROGRAM EDITOR CONTROLS |
| | 3640 DATA DRRP, JURW, ACHQ, NDQA, ADRW, RNBG | 4290 DATA PRESS ANY KEY |
| | 3650 DATA GYHQ,GEJW,QRBR,ROAR,LNTC,ARKU | 4300 DATA 13522468 |
| | 3660 DATA GIID, JGAK, QGRX, GJRY, BGGW, RNMU | 4310 END |
| | 3670 DATA GMRD, ND8D, NWEA, NGMU, ETQE, GAJW | - |
| , | | |



Pascal PEEK & POKE by E Crawford

These programs developed under Apple II Pascal 1.2, provide PEEK and POKE facilities, which are missing in Apple Pascal. They also provide integer (two-byte) WORDPEEK and WORDPOKE facilities. They can be installed in the System Library and accessed easily by a "USES PEEKPOKE" declaration. Thus, a system programmer can take full advantage of the Pascal language, while only using assembler language when speed demands it.

The file "PEEKPOKE.TEXT" (listing 1) contains assembler language declarations of two functions and two procedures. Functions PEEK and WORD-PEEK return integer values; Procedures POKE and WORDPOKE are also defined and comments show how they are declared in Pascal. (Macros are used to process data a word at a time).

The file "PEEKUNIT.TEXT" (listing 2)

Still keying in programs? Forget it!
This program is available for telesoftware downloading on Microtex 666 (page *6663#.)

MICROTEX

contains a Pascal UNIT declaration. When installed in SYSTEM.LIBRARY, this allows a "USES PEEKPOKE" declaration, instead of needing four "EXTERNAL" declarations.

To use these programs:

- Assemble PEEKPOKE.TEXT to PEEKPOKE.CODE
- Compile PEEKUNIT.TEXT to PEEKUNIT.CODE Note: The \$S+ swapping option must be used (as shown) for compiling units.
 - The boot disk must be on-line for swapping.
 - It is easiest to copy
 PEEKUNIT.TEXT onto the boot
 disk (eg, APPLE 1: for compiling)
- There is no need to link these two code files before putting them in the system library, in fact, it won't work.



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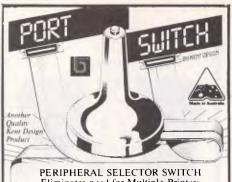
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PROGRAMS

- Install the two code files, separately, into two "slots" of SYSTEM.LIBRARY. To do this, you will need to create a new library, copy all SYSTEM.LIBRARY slots into it, add the new files, and replace the old SYSTEM.LIBRARY. (see Apple Pascal books).
- To call these facilities, use a "USES PEEKPOKE" declaration in your Pascal program.

Listing 1

If you use the "RUN" compiling option, linking is fully automatic. If you use the "Compile" option, you will need to link, using SYS-TEM.LIBRARY as the library file.

The file PEEKTEST (listing 3) both tests and demonstrates these new facilities. It includes a "Beep" which PEEKs 2,000 times, and a routine to "POKE (20,15)" 2,000 times.

```
.TITLE "PEEK, POKE, WORDPESK and WORDPOKE for PASCAL" ;File PEEKPOKE.TEXT = Peek & Poke routines for PASCAL
    :E. Crawford....3-301-85
             NOMACROLIST
                               |Suppres macro expansion
              MACRO FOR
                                : For a Word
             FLA
             STA
                      7.1
             PLA
             STA
                      41+1
             . ENDM
             . MACRO
                      PUSH
                               :Push a Word onto stack
             LDA
                      7.1+1
             FHA
             LDA
                      7.1
             E'HA
             . ENDM
    ADDRES
             .EQU
                               :Indirect Address pointer
             .FUNC
                      PEEK, 1
                                        :1 word referred
    Peeks a Byte at the given address
    :Define in Pascal as
             FUNCTION PEEK (ADDRESS : INTEGER) : INTEGER;
             EXTERNAL:
    : or
             USES PEEKPOKE:
    ÷
JME
                      START
             . WORD
    DATA
                      Ø
                               :For result
    RETURN
             . WORD
                               :For Pascal return address
    START
             POP
                      RETURN
                               :Save Return Address
             PLA
                               :Clear Stack Bias
             PLA
             PLA
             PLA
             POP
                      ADDRES ; Save Peeking address in Page 0
             LDY
                      (ADDRES) .Y
             LDA
                                        : Peek
             STA
                      DATA
             LDA
                      #Ø
                                        :High Byte = 0
             STA
                      DATA+1
             PUSH
                      DATA
                                        :Restore stack
             PUSH
                      RETURN
             RTS
                                        :Return to PASCAL
             - PROC
                      POKE, 2
                                        ;2 words referred
    Pokes a Byte at the given address;
    Define in Pascal as:
             PROCEDURE POKE (ADDRESS, DATA : INTEGER);
             EXTERNAL;
    (Do not use VAR before ADDRESS or DATA)
    ; or:
             USES PEEKPOKE;
             JMP
                      START
    DATA
             .WORD
                               ;Data Buffer
    RETURN
             . WORD
                               for Pascal Return Address
    START
             POP
                      RETURN
                               ;Save Return address
             POP
                               :Save Data to POKE
             POP
                      ADDRES
                               :Save pokeing address
                               :Low Byte
```

```
LDY
                     (ADDRES),Y
            STA
                                     :Poke low byte
            PUSH
                    RETURN
                                     :Return to Pascal
            RTS
            .FUNC
                    WORDPEEK, 1
                                          ; 1 word referred
    ;Peeks a WORD (2-byte integer) at the given address
    ;Define in Pascal as
            FUNCTION WORDPEEK (ADDRESS : INTEGER) : INTEGER;
            EXTERNAL;
    : or
            USES PEEKPOKE:
            JMP.
                    START
    DATA
            . WORD
                    Ø
                             :For result
    RETURN
            . WORD
                             For Pascal return address
    START
            POP
                    RETURN
                             ;Save Return Address
                             ;Clear Stack Bias
            FLA
            PLA
            PLA
            PLA
            POP
                    ADDRES ;Save Peeking address in Page Ø
            LDY
            LDA
                     (ADDRES),Y
                                     :Peek Low Byte
            STA
                     DATA
            INY
            LDA
                     (ADDRES),Y
                                     :Peek High Byte
            STA
                     DATA+1
            PUSH
                     DATA
                                     :Restore stack
            PUSH
                     RETURN
            RTS
                                     :Return to PASCAL
.
                    WORDPOKE, 2
            - PROC
                                          :2 words referred
    :Pokes a WORD (2-byte integer) at the given address
    :Define in Pascal as:
            PROCEDURE WORDFOKE (ADDRESS, DATA: INTEGER);
    : (Do not use VAR before ADDRESS or DATA)
                                                                       •
    (or:
.
            USES PEEKPOKE;
            JMP
                     START
    DATA
             . WORD
                             :Data Buffer
                     0
    RETHEN
                             :for Pascal Return Address
            . WORD
    START
            POP
                     RETURN
                            :Save Return address
            POP
                     DATA
                              ;Save Data to POKE
            POF
                     ADDRES
                             :Save pokeing address
            LDA
                     DATA
                             :Low Byte
            LDY
            STA
                     (ADDRES),Y
                                      :Poke low byte
            INY
            LDA
                     DATA+1
            STA
                     (ADDRES),Y
                                      :Poke High byte
            PHSH
                     RETURN
            RIS
                                      :Return to Pascal
             - END
    Listing 2
.
     (**L PRINTER: *)
     (**$+*)
    UNIT PEEKPOKE;
       (* File PEEKUNIT.TEXT *)
.
     INTERFACE
PROCEDURE POKE (ADDRESS, DATA : INTEGER):
      PROCEDURE WORDPOKE (ADDRESS, DATA : INTEGER);
      FUNCTION PEEK (ADDRESS : INTEGER) : INTEGER:
      FUNCTION WORDPECK LADDRESS : INTEGER;
     IMPLEMENTATION
.
      PROCEDURE POKE ;
      EXTERNAL:
```



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| PROCEDURE W EXTERNAL: | ORDPOKE; | |
|--------------------------|---|---|
| FUNCTION PE | EK; | |
| FUNCTION WC | BDPFFK. | |
| EXTERNAL; | INDI ELN. | |
| BEGIN | | |
| END. | | |
| Listing 3 | | |
| FROGRAM PEEKTE | | |
| USES PEEKPOKE; | | 1 |
| A,B,C,I,J,K | | |
| QUIT : BOOLI | | |
| BEGIN | | |
| QUIT := FALS REPEAT | ie: | - |
| BEGIN | TOUT \ - | 1 |
| PAGE(OUT WRITELN | ('PEEKPOKE RUNNING'); | |
| | ('Would you like to 1. Peek, 2. Poke, 3. eek, 4. Wordpoke'); | |
| • | (' 5. Beep 6. Poke 2000 times, or 7. Quit'); | |
| | ere is a test; normally the Applestuff | |
| | would be better *) (TE (Bell Character) *) | |
| REPE | | |
| BE | EGIN WRITE('?'); | |
| | READLN (A); | |
| EM NINT | ND (L (A>=1) AND (A<=7); | |
| | E A OF | |
| 1: | BEGIN WRITE('Peak Address?'): | |
| | WRITE('Peek Address?'); READLN (B); | |
| | C := PEEK(B); WRITELN (C); | |
| | WRITELN ('Press RETURN to continue'); | |
| | READLN (STR); END; | |
| | BEGIN | İ |
| | <pre>WRITE('Poke Address?'); READLN(B);</pre> | |
| | WRITE('Poke data?'); | |
| | READLN (C); POKE(B,C); | 1 |
| | END; | |
| 3; 1 | BEGIN WRITE('Wordpeek Address?'); | |
| | READLN (B); | |
| | C := WORDPEEK(B); WRITELN (C); | |
| | WRITELN ('Press RETURN to continue'); | |
| | READLN (STR); END; | |
| | BEGIN | |
| | WRITE('Wordpoke Address?'); READLN(B); | |
| | WRITE('Wordpoke data?'); | |
| | READLN (C); WORDPOKE(B,C); | |
| | END; | |
| 5: | FOR I := 1 TO 2000 DO B := FEEK (-16336); | |
| 6: | FOR I := 1 TO 2000 DO POKE (20,15); | |
| 7: | QUIT := TRUE; | |
| END; | | Į |
| | | |
| | | |
| | | |
| END •UNTIL QUI | | J |



Amstrad AMSDRAW

by Conrad Chin

This is a multi-featured drawing program for the CPC464, but will work on the CPC664 if the cassette commands are changed for disks. The cursor is displayed as a cross on the screen. Also shown is a flashing dot known as the fixed point (FP); this point is used as a centre for some of the drawing routines. To move it to the cursor position, press ENTER. At the bottom of the screen is a status line which shows the following information:

X — the X coordinate of the cursor.

Y — the Y coordinate of the cursor.

S — the cursor speed (1,2 or 3).

G — gives the graphics print mode (normal, X-or, or, and).

P — current pen number (0-15).

R—gives information on the reference points (up to four). A square in place of any of the numbers indicates that the reference point is in use.

Controls

Cursor keys — move the cursor. ENTER — moves the FP to the cursor.

S - changes cursor speed.

G - changes graphics print mode.

R & (1,2,3 or 4) — sets a reference point to the cursor position.

DEL & (1,2,3 or 4) — sets a reference point.

1,2,3 & 4 — moves the cursor to the corresponding reference point.

CTRLS - saves screen to tape.

CTRL L — loads in previously-saved screen.

CTRL CLR — clears the screen.

A — abort: used to escape from various routines (for example, the airbrush).

P — replaces the status line with the colour palette. The left/right cursor keys can then be used to select the desired PEN. To change the ink, press C and use the up/down cursor keys to select the ink, followed by ENTER. Pressing R will reset the inks to their initial state. Press ENTER when finished with the palette. SHIFT—displays the command line. To select a function, position the cursor under the appropriate symbol and

press ENTER while still holding down SHIFT.

Functions available on command line

Line — draws a line from the FP to the cursor. The FP is also moved to the cursor so that other lines can be drawn from the end of the last one.

Circle—draws a circle with the centre at the FP and the cursor on the circumference. There is an option to draw the circle filled. Press A to abort without

drawing anything.

Ellipse — draws an ellipse centred on the FP, such that the cursor lies at the end of the major axis. You must enter the ratio of major-to-minor axis times 100, so that entering 100 will draw a circle. To draw the ellipse filled in, precede the ratio with the letter J. If you only want to draw a section of the ellipse (an arc), enter the ratio as a negative number. You then enter the start and finish angles in degrees; these are measured in an anticlockwise direction from the line joining the FP to the cursor. Entering a ratio of 0 will return without drawing anything.

Arc—this draws an arc from the FP to the cursor over an angle which you enter. A negative angle will draw the arc in the other direction. Entering an angle of 0 will return without drawing any-

thing.

F — fills an enclosed area which contains the cursor. Press A to stop at any time.

T—allows you to put text on the screen until you press ENTER.

R — switches on rubber band mode. A line is dragged around the screen between the cursor and the FP. Pressing ENTER sets the line, while A erases it and returns to normal.

A — calls the airbursh routine. The cursor is now displayed as a square covering the spray area. Use SHIFT and cursor left/right to change the area. ENTER starts/stops spraying. F fills the area with the current pen colour. A returns to normal.



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| | |

| • | 10 REM 'Paint' by Conrad Chin 20 DN ERROR GOTO 4290 30 DN BREAK GOSUB 3570:DEFINT a-z | • |
|---|--|---|
| • | 40 DIM m!(72),c!(72),xr(4),yr(4),r*(4),pal(15),asl(100),as2(100) 50 CALL &BCO2:PEN 1:PAPER 0 60 BOSUB 410 70 BOSUB 810 | • |
| • | 80 GOBUB 2190 90 SPEED KEY 20,8:GOSUB 3970:ok=-1 100 WHILE ok | • |
| • | 110 GGSUB 2240 120 IF com THEN GGSUB 2340:k\$="":GGTG 320 130 x1=x:y1=y 140 GGSUB 1320 | • |

Post Code

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```
150 ch=((x1-x)OR(y1-y))
160 IF ch AND rb THEN GOSUB 2580:GOSUB 2540
170 IF ch THEN x2=x:y2=y:x=x1:y=y1:GOSUB 2190:x=x2:y=y2:GOSUB 2190:GOSUB 1370:k$
.
                                                                                                                                                                                                             .
          180 IF k$=c$ THEN GOSUB 960
190 IF k$="g" THEN GOSUB 750
200 IF k$="r" THEN GOSUB 2010:k$=""
210 IF k$=CHR$(127) THEN GOSUB 2090:k$=""
220 IF rb THEN GOSUB 350:GOTO 320
230 GOSUB 2240
.
                                                                                                                                                                                                             •
          240 IF k$="p" THEN GOSUB 1130
250 IF k$>"O"AND k$<"5" THEN GOSUB 2190:GOSUB 1970:GOSUB 2190
           260 GOSUB 1410
.
                                                                                                                                                                                                             270 IF k$=CHR$(12) THEN SOUND 129,150,10,4:GOSUB 2290
280 IF k$=CHR$(12) THEN GOSUB 3610
290 IF k$=CHR$(19) THEN GOSUB 3800
300 IF k$=CHR$(16) THEN GK=0
•
           310 com=NOT(INKEY(21))AND NOT(rb)
320 WEND
           330 CLG 0:col=15:x=320:y=200:fx=x:fy=y
          330 LLG 0:col=10:x=320:y=200:y=200:x=x:fy=y
340 GOSUB 1370:GOSUB 10:GOTO 80
350 IF k$="a" THEN GOSUB 2660
360 IF k$=CHR$(13) THEN GOSUB 2690
370 IF k$>"0" AND k$<"5" THEN GOSUB 2190:GOSUB 2580:GOSUB 1970:GOSUB 2540:GOSUB
           380 IF k$="p" THEN c1=cp1:GDSUB 1130:GDSUB 2700
.
           390 RETURN
                                                                                                                                                                                                            410 MUDE 0:LLE 0:re+%="1234":r%(1)="1":r%(2)="2":r%(3)="3":r%(4)="4"
420 GOSUB 640
430 POKE 46312,0:DEG:BORDER 0
430 FOKE 46312,0:DEG:BORDER 0
440 KEY DEF 50,0:KEY DEF 38,0:KEY DEF 9,0:KEY DEF 68,0,221:KEY DEF 16,0,32,32,16
450 RESTORE 460:FOR i=49 TO 52:READ a,b:KEY DEF a,0,i:KEY DEF b,0:NEXT
460 DATA 13,64,14,65,5,57,20,56
470 DEF FNa(f)=INT(KND#22#f)-f:DEF FNacs(f!)=-ATN(f!/SOR(-f:*f!+1))+90
470 DEF FNa(f)=INT(RND#2*f)-f:DEF FNacs(f!)=-ATN(f!/SDR(-f!*f!*480 ORIGIN 0,16,0,400,400,16
490 U$=CHR$(240):d$=CHR$(241):1$=CHR$(242):r$=CHR$(243):c$="s"
500 .=320:y=200:col=15:wa=15:sz=50:r=1:z=7:fx=x:fy=y
510 RESTORE 520:FOR 1=0 TO 7:READ a,b:WINDOW Wi,a,b,25,25:NEXT
520 DATA 1,20,2,4,6,8,10,10,14,15,12,12,17,20,19,20
530 FOR 1=0 TO 7:FEN Mi,15:NEXT
540 is=CHR$(15)+CHR$(4)+"X Y S G P R
           580 com$=CHR$(15)+CHR$(15)+" R A T F '+CHR$(243)+" '+CHR$(244)+" '+CHR$(245)+"
             +CHR$ (241) +CHR$ (242) +1
           590 spe$="2":gra$="N"
600 col$="15":sp=6:ab=0:rb=0:com=0:mo=0
.
            610 GOSUB 700
           620 ul%=CHR$(15)+CHR$(4)+"_":eI$=CHR$(15)+CHR$(0)+"_"
630 FOR i=0 TO I5:pal%=pal%+CHR$(14)+CHR$(i)+CHR$(247):NEXT:pal%=CHR$(15)+CHR$(1
5)+pal%+CHR$(14)+CHR$(0)
            640 RETURN
           650 REM *** SET UP PALETTE ***
660 RESTORE 670:FOR i=0 TO 15:READ c:INK i,c:pa1(i)=c:NEXT
           660 RESTURE 6/0:FUR 1=0 TU 15:READ c:INK 1,c:pal(1)=c:NE
670 DATA 0,1,2,4,6,8,9,10,12,13,14,16,18,20,24,26
680 RETURN
690 REM *** SET UP TABLES FOR sin , cos and arccos ***
700 DEG:FOR i=0 TO 72:S!(i)=SIN(i*5):c!(i)=CDS(i*5):NEXT
710 FOR i=0 TO 99:as1(i)=FNacs(i/100):NEXT
720 FOR i=0 TO 99:as2(i)=FNacs(-i/100):NEXT
.
.
           720 run 1=0 10 79:a52(1)=rnacs(=17100):NEXT
730 as1(100)=0:a52(100)=180:NETURN
740 REM *** CHANGE GRAPH. PRNT. MODE ***
750 SOUND 129,150,10,4:mo=0:1:IF mo=4 THEN mo=0
760 gras=HIDs("NXAO",mo+1,1)
70 PRINTES,gras;
780 GOSUB 3970
•
            790 RETURN
.
           BOO REM
                                   *** PRINT INFO LINE ***
          800 REH *** PRINT IN-U LINE ***
B10 PRINT i$;
B20 PRINT*; RIGHT$(" "+STR$(x),3);
B30 PRINT*2,Spe3;
B40 PRINT*3,Spe3;
B50 PRINT*3,Spe3;
           B60 PRINT#5,gras;
B70 PRINT#6,refs;
BB0 RETURN
.
           890 RETURN
890 REM *** DRAW PALETTE ***
900 PRINT
910 PRINT pals;
920 PRINTS,MID$(STR$(col),2)
930 LOCATE 18,1:PEN 4:PRINT*P*;
940 RETURN
950 REM
 •
            .
            980 sp=r*4+2
990 RETURN
 •
           990 RETURN
1000 REM *** CHANGE INK OF SELECTED PEN ***
1010 SOUND 129,150,10,4:c=pal(col):LOCATE 18,1:PEN#6,4:PRINT#6,CHR$(13)+" I*:
1020 PEN 0:LOCATE x1,1:PRINT CHR$(247);
1030 ks="":WHILE k$<\CHR$(13)
1040 PRINT#7,RIGHT$("0"+MID$(STR$(c),2),2);
•
            1050 k$=INKEY$
            1050 k$=1NKLY$
1060 c=c+(k$=d$)-(k$=u$):IF c>26 THEN c=0
1070 IF c<0 THEN c=26
1080 INK col,c
1090 WEND:k$="":pal(col)=c
1100 LDCATE 18,1:PRINT#6,CHR$(13)+" P'::PEN#6,15:PRINT#7,RIGHT$("0"+MID$(STR$(co
 1110 RETURN
 •
            1110 REM *** SELECT NEW PEN ***
1130 x1=col+1:x2=x1:k$=" ":SPEED KEY 30,5:GOSUB 900:pe=15:inv=15
1140 PRINT CHR$(22)+CHR$(1);
                                                                                                                                                                                                           .
            1150 PRINT#7,RIGHT$("0"+MID$(STR$(col),2),2);
1160 WHILE k$<>CHR$(13)
             1170 inv=inv XOR 15:pe=pe XOR inv:LOCATE x1,1:PEN pe:PRINT CHR$(247);
```

```
•
             1180 ks=INKEYs:x2=x1+(ks=1s)-(ks=rs):IF x2=0 THEN x2=16
             1190 IF x2=17 THEN x2=1
1200 IF k$="c" THEN GOSUB 1010
1210 IF k$="r" THEN PRINT CHR$(7);:GOSUB 660
                                                                                                                                                                                                                                           •
.
            1210 of Fa="" THEN PRINT CHR$(7);:GUSUB 660

1220 col=xi-1

1230 IF x2C\xi THEN PEN 15:LOCATE x1,1:PRINT CHR$(247);:PRINT#7,RIGHT$("0"+MID$(

STR$(x2-1),2),2);

1240 x1=x2:WENO
                                                                                                                                                                                                                                           •
              1250 cpl=x1-1:PRINT CHR$(22)+CHR$(0)
             1200 CDI=XI-I:PKINI CHR$(22)+CHR$(U)
1260 SPEED KEY 20,8
1270 col$=RIGHT$("0"+MID$(STR$(col),2),2)
1280 IF ab=0 THEN PRINT CHR$(23)+CHR$(1);:PLOT fx,fy,wa:PLOT fx,fy,col
1290 GOSUB 3970
1300 wa=col:k$="":GOSUB 810:PRINT CHR$(23)+CHR$(mo)::RETURN
1310 REM *** UPDATE X and Y COORDS ***
                                                                                                                                                                                                                                           .
.
                                                                                                                                                                                                                                           .
.
             1320 ks=1NkEY$

1330 x=x+((ks=r$)*sp*2*(x<(640-2*sp)))-((k$=1$)*sp*2*(x>2*sp-4))
1340 y=y+((k$=u$)*sp*(y<(3B4-sp)))-((k$=d$)*sp*(y>sp-2))
                                                                                                                                                                                                                                           1350 RETURN
             1360 REIM*** PRINT X and Y COORDS ***
1370 PRINT#1,RIGHT$(" "+STR$(x),3);
1380 PRINT#2,RIGHT$(" "+STR$(y),3);
.
              1390 RETURN
1400 REM *** AIRBRUSH ROUTINE ***
                                                                                                                                                                                                                                           1400 REM *** AIRBRUSH ROUTINE ***
1410 IF NDT(ab) THEN RETURN ELSE GOSUB 2190:WHILE ab
1420 GOSUB 1520
1430 k$="":WHILE k$<>CHR$(13) AND ab
1440 FOR 1 = 1 TO 5
1450 PLOT %+FNa(sz),y+FNa(sz),col:NEXT
1460 SOUND 129,0,30,30,0,0,1
                                                                                                                                                                                                                                           .
 1470 GOSUB 1320: GOSUB 1370
             1470 GUSUB 1320: GUSUB 1370
1480 MEND
1490 SDUND 129,0,0,0:GUSUB 1370
1500 MEND: SPEED KEY 20,8:GUSUB 2190
1510 GUSUB 3970: RETURN
1520 ks="": SPEED KEY 10,2
1530 GUSUB 1680: WHILE k$<>CHR$(13) AND ab
                                                                                                                                                                                                                                           .
                                                                                                                                                                                                                                           1540 ; 1 - \: y1=y
1550 GOSUB 1320
             1550 GOSUB 1320
1550 GOSUB 1320
1550 GSUB 1320
1550 GSUB 1320
1550 GSUB 1320
1550 GSUB 1320
1560 Sz1=sz:sz=sz+((k$=CHR$(&F7))*2*(sz<150))-((k$=CHR$(&F6))*2*(sz>0))
1570 IF x1<>x OR y1</r>
1570 IF x1</r>
1580 IF k$="p" THEN GOSUB 1680:GOSUB 1370
1580 IF k$="g" THEN GOSUB 750
1600 IF k$="g" THEN GOSUB 750
1600 IF k$="g" THEN GOSUB 750
1610 IF k$="" THEN GOSUB 760
1610 IF k$="CHR$(127) THEN GOSUB 2090:k$=""
1640 IF k$="f" THEN GOSUB 750
1650 IF k$="f" THEN GOSUB 2090:k$=""
1640 IF k$="f" THEN GOSUB 2090:k$=""
1640 IF k$="f" THEN GOSUB 2010:k$=""
1640 MDUG U-sz,y-sz:DRAWR 0,2*sz,15:DRAWR 2*sz,0:DRAWR 0,-2*sz:DRAWR -2*sz,0
1700 FRINT CHR$(23)+CHR$(mo)}
1710 RETURN
                                                                                                                                                                                                                                            •
 .
 .
 1710 RETURN
1720 REM *** FILL IN SQUARE CURSOR ***
 1730 GOSUB 1680:SOUND 129,150,10,4:FOR i=(y-sz) TO (y+sz) STEP 2
1740 MOVE (x-sz),i:DRAWR 2*sz,0,col
1750 NEXT:GOSUB 1680
                                                                                                                                                                                                                                           .
               1760 GOSUB 3970
              1760 GOSUB 3970
1770 RETURN
1780 REM *** DRAW FILLED ELLIPSE ***
1790 IF 02=0 THEN aa=0-180*(01<0):GOTO 1840
1800 IF 01=0 THEN aa=90-180*(02<0):GOTO 1840
1810 aa=ATN(02/01)
1820 IF aa<0 THEN aa=a+180-180*(02<0):GOTO 1840
1830 IF aa<0 THEN aa=aa+180-180*(02<0):GOTO 1840
1840 k=50R(01*01*02*02)
1850 v1=0:bh=90+ba
                                                                                                                                                                                                                                           .
                                                                                                                                                                                                                                           •
                                                                                                                                                                                                                                           .
               1850 yl=0:bb=90+aa
1860 WHILE (y1/k)(1:bb=asi(100*y1/k)+aa
1870 x1=n1*COS(bb)-n2*SIN(bb)+fx:bb=-asi(100*y1/k)+aa:x2=fx+n1*COS(bb)-n2*SIN(bb
                                                                                                                                                                                                                                           }
1880 MOVE x1,y1+fy:DRAW x2,y1+fy,col
1890 y1=y1+2:WEND
1900 y1=-2:bb=90+aa
1910 WHILE (yj/k)>-1:bb=as2(-100*y1/k)+aa
1920 x1=n1*CDS(bb)-n2*SIN(bb)+fx:bb=-as2(-100*y1/k)+aa:x2=n1*COS(bb)-n2*SIN(bb)+
 fx
1930 MGVE _1,y1+fy:DRAW x2,y1+fy,col
1940 y1=y1-2:WEND
1950 RETURN
1960 REM *** CALL UP REFERENCE POINT ***
1970 k=ASC(k$)-48:IF r$(k)<>CHR$(246) THEN RETURN
                                                                                                                                                                                                                                           1980 x=xr(k):y=yr(k)
1990 GGSUB 3970:RETURN
2000 REM *** SET UP REFERENCE POINT ***
2010 SOUND 129,150,10,4:WHILE (k$<"1" OR k$>"4") AND k$<>"a":k$=LOWER$(INKEY$):W
 .
               END
                                                                                                                                                                                                                                            2020 1F k$="a" THEN 2070
                                                                                                                                                                                                                                            •
                                                                                                                                                                                                                                            •
```

AMSTRAU

CPC 464 CPC 664 CPC 6128

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PROGRAMS

| _ | 2230 | RETURN | Ta | |
|-----|--------|--|-------|---|
| • | | PRINT CHR\$(23)+CHR\$(1); | - ▼ | ' |
| - 1 | | PLOT fx,fy,col | | 1 |
| | | | | - |
| | | PRINT CHR\$(23)+CHR\$(ma); | | Н |
| _ | | RETURN | 1 | 1 |
| - 1 | 22B0 | REM *** SET POSITION OF F.P. *** | 1 | |
| - 1 | 2290 | GOSUB 2190:PRINT CHR\$(23)+CHR\$(1); | 1 . | |
| | 2300 | fx=x:fy=y | | 1 |
| - 1 | 2310 | 50SUB 2190 | | |
| i | 2310 | RETURN: | | |
| _ | | | | . |
| | | REM *** SELECT COMMAND *** | _ | ' |
| | 2340 | LOCATE 1,1:sh=-1:z=15:PRINT com\$; | | |
| | 2350 | PRINT CHR\$(22)+CHR\$(1);:SPEED KEY 20,10 | 1 | |
| | 2360 | G0\$UB 2240 | | 1 |
| _ | 2370 | WHILE sh AND k\$<>CHR\$(13) | 1 | |
| | | LOCATE z,1:PRINT el\$; | | 1 |
| - 1 | 2390 | k*=INKEY* | | - |
| | | | | П |
| - 1 | 2400 | z=z+2*(k\$=CHR\$(&F6)AND z>3)-2*(k\$=CHR\$(&F7)ANO z<17) | | |
| - 1 | | LOCATE z,1:PRINT uls; | | ŀ |
| _ [| | sh=NOT(INKEY(21)) | | П |
| • | 2430 | WEND | - | ' |
| | 2440 | PRINT CHR\$(22)+CHR\$(0); | | |
| | 2450 | GDSUB 2470:com=0:GDSUB 3970 | - 1 | |
| | | SPEED KEY 10,1:RETURN | | Н |
| _ | | IF k\$ CHR\$ (13) THEN GOSUB B10:RETURN | 1 | |
| | | | - 1 | 1 |
| _ | 2480 | 1=(2-1)/2:0N i GOSUB 2630,2510,3210,4000,3360,2770,2750,2890 GOSUB 810:RETURN | ١. | ١ |
| | | | | ч |
| | | REM *** SWITCH ON AIRBRUSH *** | | 1 |
| | | ab=-1 | | 1 |
| | | RETURN | | - |
| - | | REM *** ROUTINES FOR ORAWING RUBBER BAND *** | | |
| | | PRINT CHR\$(23)+CHR\$(1); | | |
| | | MOVE x,y:ORAW fx,fy.col:xa=x:ya=y | 1 | |
| | 2560 | PRINT CHR\$(23)+CHR\$(mo); | | |
| | | RETURN | | 1 |
| | | PRINT CHR\$(23) +CHR\$(1); | | 1 |
| | | | - | 1 |
| • | 2400 | MOVE ka, ya: DRAW fx, fy, col | | 1 |
| | | PRINT CHR\$(23)+CHR\$(mo); | | 1 |
| | | RETURN | | 1 |
| | | REM *** SWITCH ON RUBBER BAND *** | | 1 |
| ~ | 2630 | rb=-1:GDSUB 2190:GDSUB 2540:GDSUB 2190 | | 1 |
| | | RETURN | | 1 |
| | | REM *** SWITCH OFF RUBBER BAND *** | | 1 |
| • | | rb=0:GOSUB 2190:GOSUB 2580:GOSUB 2190 | | |
| | | GOSUB 3770: RETURN | | 1 |
| | | REM *** FIX RUBBER BAND *** | 1 | 1 |
| _ | | | 1 - | 1 |
| • | 2690 | rb=0:GOSUB 2190:GOSUB 2580:MOVE xa,ya:ORAW fx,fy,col:GOSUB 2190:RETURN | | ı |
| | | GOSUB 2190:MOVE /,y:PRINT CHR\$(23)+CHR\$(1); | | 1 |
| | 2710 | DRAW f ,fy,c1:DRAW x,y,col | | - |
| | 2720 | GOSUB 2190 | | - |
| ~ | | RETURN | | - |
| - 1 | | REM *** LINE ROUTINE *** | | 1 |
| i | | GOSUB 2190: MOVE fx, fy: DRAW L, y, col: GOSUB 2190: GOSUB 2290: RETURN | | ı |
| | | REM *** CIRCLE ROUTINE *** | | ı |
| - | | | - | 1 |
| ı | | PRINT"SOLID (Y/N)"":WHILE k\$<>"Y" AND k\$: "N" AND k\$<>"A":k\$=UPPER\$(INKEY\$) | i | 1 |
| _ | : WEN | | | 1 |
| • | | IF ks="A" THEN RETURN | | 1 |
| - 1 | 2790 | solid=0:IF k\$="Y" THEN solid=-1 | | 1 |
| | | GOSUB 2190:dx=fx-x:dy=fy-y | | 1 |
| | | r1=SQR(dx*dx+dy*dy):MOVE fx+r1,fy:IF solid THEN 2B40 | | 1 |
| - | | FOR 1=1 TO 72:DRAW fx+r1*c'(1), fy+r1*s'(1), col:NEXT | | 1 |
| | | DRAW fx+r1, fy:60T0 2870 | | 1 |
| | | st=-r1:IF fy+st:0 THEN st=-fy | | 1 |
| • | | fin=r1:1F fy+fin>3B3 THEN fin=3B3-fy | | 1 |
| - 1 | 2010 | FOR Dest TO AID CIED CONTENDED TO THE TOTAL CONTENDE TO THE TOTAL CONTENDED TO THE TOTAL CONTENDE TO T | | 1 |
| | 2860 | FOR 1=st TO fin STEP 2::1=SQR(r1*r1-1*i):MOVE fx-x1,fy+1:DRAW fx+x1,fy+i,co | | 1 |
| | 1 : NE | ••• | | 1 |
| - | 2870 | GOSUB 2190: RETURN | | 1 |
| ı | | REM *** ELLIPSE ROUTINE *** | | |
| | 2890 | PRINT: PEN 15: INPUT; "Ratio"; ec\$: solid=0 | | |
| | 2900 | ec\$=UPPER\$(ec\$):k=INSTR(ec\$,"S"):IF k>0 THEN ec\$=MID\$(ec\$,2):solid=-1:GBTD | | |
| - | 2900 | | | 1 |
| | | f3=0:ec=VAL(ec\$):IF ec<0 THEN ec=ABS(ec):IF NOT(solid) THEN f3=-1 | | 1 |
| _ | | IF ec=0 THEN RETURN | | 1 |
| • | | | | 1 |
| ı | | IF ec>999 OR ec<1 THEN RETURN | | 1 |
| | | IF f3 THEN GOSUB 3170 ELSE:sa=0:ea=72 | | 1 |
| | 2950 | GOSUB 2190 | - | 1 |
| - | | dx=x-fx:dy=y-fy:r1=SQR(dx*dx+dy*dy) | - | 1 |
| ı | 2970 | IF dx=0 AND dy=0 THEN GOSUB 2190:RETURN | | 1 |
| | | r2=(ec/100)*r1 | | 1 |
| | | IF dx=0 AND dy>0 THEN an=90:GOTO 3060 | | 1 |
| - 1 | | IF dx=0 AND dy<0 THEN an=270:GDTD 3060 | | 1 |
| . ! | | IF dy=0 ANO dx>0 THEN an=0:GOTO 3060 | | 1 |
| | | IF dy=0 AND dx<0 THEN an=180:G0T0 3060 | | 1 |
| | | | | 1 |
| - 1 | | an=ATN(dy/dx):IF dx<0 AND dy>0 THEN an=180+an:GOTO 3060 | | 1 |
| ŀ | | IF dx<0 AND dy<0 THEN an=an+180:GDTO 3060 | | 1 |
| | | IF dx>O AND dy <o an="360+an</th" then=""><th></th><th>L</th></o> | | L |
| - | 3060 | n1=r1*CDS(an):n2=r2*SIN(an) | | L |
| | 3070 | o1=r1*SIN(an):o2=r2*COS(an) | | L |
| | | IF solid THEN GOSUB 1790:GOTO 3150 | | L |
| • | | x0=n1*c!(sa)=n2*s!(sa)+fx:y0=o1*c!(sa)+o2*s!(sa)+fy | | L |
| | 3100 | MOVE x0,y0 | | 1 |
| | 3110 | IF sa>ea THEN ea±ea+72 | | 1 |
| | 3120 | FOR i=sa TO ea | - | 1 |
| • | 3130 | FOR i=sa TD ea xn=n1*c!(i MOD 72)-n2*s!(i MOD 72)+fx:yn=o1*c!(i MOD 72)+o2*s!(i MOO 72)+fy | | 1 |
| | 3140 | DRAW xn,yn,col:NEXT | | 1 |
| | 3150 | GOSUB 2190 | | 1 |
| | | RETURN | - | 1 |
| | 2150 | PRINT:INPUT;"Start ;sa:IF sa>359 DR sa<0 THEN 3170 | | 1 |
| | 3170 | PRINTINGUE SCAFE SEASON OR SAVOT OR SAVOT OR ANY OR AREA (414)/IO OR A | | 1 |
| l | | PRINT: INPUT; "Finish ';ea:dif=(sa-ea): IF ea>359 OR ea<0 OR ABS(dif)<10 OR di | | 1 |
| | | 0 THEN 3180 | | |
| - | 3190 | ea=ea/5:sa=sa/5:RETURN | | 1 |
| | 3200 | REM *** PRINT TEXT ROUTINE *** | | 1 |
| _ | 3210 | GOSUB 810: GOSUB 2190: TAG#7 | | 1 |
| | | y1=y-16:x1=x:SPEED KEY 30,2:GOSUB 3330 | | 1 |
| | |) ks="":WHILE k\$<>CHR\$(13) | | 1 |
| | 3230 |) ks=INKEY\$: IF ks="" THEN 3290 | | 1 |
| | | | - | 1 |
| - | 3250 | OGOSUB 3330:PLDT 700,0,col | | 1 |
| | 3260 | k=ASC(k\$):IF k>31 AND k<127 AND x1<609 THEN MOVE x1, y:PRINT#7, k\$;:x1=x1+32 | 1 | |
| | 3270 |) if k=127 AND x1>31 THEN x1=x1-32:MOVE x1,y:PKIN #7," "; | | |
| • | 3280 | GOSUB 3330 | | |
| - | 3290 |) WEND | - | 1 |
| - 1 | | TAGDFF#7:GDSUB 3330:GOSUB 2190 | | 1 |
| - 1 | | | | |

```
3310 SPEED KEY 20,8:RETURN
3320 REM *** DRAW TEXT CURSOR ***
3330 PRINT CHR$(23)+CHR$(1);:MOVE %1,y1:DRAW %1+32,y1,15:PRINT CHR$(23)+CHR$(mo)
                  340 RETURN
                3340 RETURN
3350 REM *** DRAW ARC ROUTINE ***
3350 REM *** DRAW ARC ROUTINE ***
3370 IF an<0 THEN an=485(an):f3=-1 ELSE f3=1
3370 IF an<5 DR an<3355 THEN RETURN
3390 an=an<2:dx=(x-fx)*f3:dy=(y-fy)*f3:IF dx=0 AND dy=0 THEN RETURN
                                                                                                                                                                                                                                                                                    •
3390 An=An/2:dx=(x=+x)*13:dy=(y=+y)*13:ir ux-
3400 GSUB 2190
3410 a2=(SGR(dx*dx+dy*dy))/2
3420 IF an=90 THEN a3=0 ELSE a3=a2/TAN(an)
3430 IF dx=0 THEN a1=90-180*(dy<0):GOTO 3480
3440 IF dy=0 THEN a1=-180*(dx<0):GOTO 3480
.
               3440 | F dy=0 THEN al==180*(dx<0):SOTO 3480
3450 al=ATN(dy/dx)
3460 | F dy<0 THEN al=al+180+180*(dx<0)
3470 | F dy>0 THEN al=al-180*(dx<0)
3480 | rl=SOR(a3*a3*a2*a2)
3490 sa=90+al-an:ea=90+al+an
3500 | F f 53=1 THEN a=x:b=y:a0=fx:b0=fy ELSE a=fx:b=fy:a0=x:b0=y
3510 x0=a-a2*COS(al)+a3*sIN(al)
3520 y0=a2*sIN(al)-a3*cOS(al)
3530 MOVE a,b
3540 FOR l=sa TD ea STEP 5:DRAW x0+r1*COS(i),y0+r1*SIN(i),col:NEXT:DRAW a0,b0,col
•
•
                                                                                                                                                                                                                                                                                      •
                 3550 GOSUB 2190
                3540 RETURN
3570 MODE 1: CALL &BCO2: PEN 1: PAPER 0: CLS
•
                3580 WINDOW 1,40,1,25
3590 KEY DEF 16,1,16,16,16,KEY DEF 9,1:CLS:SPEED KEY 35,2:PRINT" ":END
3600 REM *** LOAD IN NEW PICTURE ***
                                                                                                                                                                                                                                                                                      •
                3600 MEH *** LUAU IN NEW FILLINE ***
3610 PRINT:PRINT'(L)-LUADD, (A)-ABORT";
3620 WHILE INKEY$<>"":WEND
3630 K$="":WHILE k$<>"L" AND k$<>"A":k$=UPPER$(INKEY$):WEND
3640 IF k$="A" THEN 37B0
                                                                                                                                                                                                                                                                                      3650 PRINT: GOSUB 2190
3660 LOAD":"
                                                                                                                                                                                                                                                                                      •
                 3670 OPENIN"!pal"
3680 FOR 1=0 TO 15
3690 INPUT#9,pal(i)
3700 NEXT
.
                  3710 FOR i=1 TO 4
3720 INPUT#9,xr(i),yr(i),r$(i)
                                                                                                                                                                                                                                                                                      3740 CLOSEIN

3750 FOR i=0 TO 15:INK i,pal(i):NEXT

3760 ref$=r$(1)+r$(2)+r$(3)+r$(4)
•
                                                                                                                                                                                                                                                                                      3770 GOSUB 2190
3780 GOSUB 3970:GOSUB 810:RETURN
                3780 GOSUB 3970:GOSUB 810:RETURN
2790 REM *** SAVE CURRENT PICTURE ***
3800 PRINT:PRINT"(S>-SAVE , <A>-ABORT";
3810 WHILE INKEY$<>>":WEND
3820 k**":WHILE k$<>"":" WHILE k$</>"" AND k$<\"A":k$=UPPER$(INKEY$):WEND
3830 IF k$="a" THEN 3960
3840 PRINT:SPEED WRITE 1:GOSUB 2190
3850 PRINT:PRINT" ** SAVING **";
3860 SAVE':screen",b,49152,16384
3870 OPENOUT "!pal"
3880 FOR 1=0 TO 15
3890 PRINT#9.nal(;)
•
                                                                                                                                                                                                                                                                                      •
                                                                                                                                                                                                                                                                                      3B90 PRINT#9,pal(i)
                  3B90 PRINT#9,pal(i)
3900 NEXT
3910 FOR 1=1 TO 4
3920 PRINT#9,xr(i),yr(i),r$(i)
3930 NEXT
3940 CLOSEOUT
                                                                                                                                                                                                                                                                                      •
                  3950 GOSUB 2190
3960 GOSUB 3970:GOSUB 810
3970 WHILE INKEY$<>"":WEND:k$=""
•
                                                                                                                                                                                                                                                                                      .
                  3980 RETURN
                  3980 RETURN
3990 REM *** INFILL ROUTINE ***
4000 DIM #1(15), #2(15), y(15), d(15)
                                                                                                                                                                                                                                                                                      .
                  4010 GOSUB 2190
                  4020 sx=x:sy=y
4030 bg=TEST(x,y):d=2
•
                                                                                                                                                                                                                                                                                       .
                  4030 bg=lES1(x,y):d=2
4030 bg=lES1(x,y):d=2
4050 MOVE x,y:WHILE TESTR(4,0)=bg AND XPOS>=0:WEND::X1=XPOS
4050 MOVE x,y:WHILE TESTR(4,0)=bg AND XPOS<640:WEND::X2=XPOS
4060 s=1:x1(1)=x1:x2(1)=x2:y(1)=y-d:d(1)=-d
4070 MOVE /1,y:k=:INKEY*:IF k*s="x" THEN s=0:GOTO 4150
4080 WHILE TESTR(4,0)>bg AND XPOS<x2:WEND::X3=XPOS-4:IF X3=*1 THEN MOVE #1+4,y*W
HILE TESTR(4,0)=bg AND XPOS>=0:WEND::X3=XPOS
4090 IF (x1=x3)-4 THEN GOSUB 4180
4100 x1=x3:IF (x2-x1)<5 THEN 4150
4110 x3=x1
•
                                                                                                                                                                                                                                                                                       •
4110 x3=x1
4120 MOVE x3,y:WHILE TESTR(4,0)=bg AND XPOS(640:WEND:x3=XPOS:MOVE x1+4,y:DRAW #3
                                                                                                                                                                                                                                                                                        •
                  4120 NOVE X3, YEWRICE LESTR(4,0)-BG HND XF03.840; WERDING-AFGS:
41,ycold
4130 1F ABS(x3-x2)-4 THEN GOSUB 4230
4140 x2=x3; y=y+d:IF y<0 OR y>383 THEN 4150 ELSE 4070
4150 IF s=0 THEN ERASE x1,x2,y,d:x=sx:y=sy:GOSUB 2190:RETURN
4160 x1=x1(s):x2=x2(s):y=y(s):d=d(s):s=s=1:GOTO 4070
4170 RETURN
.
                                                                                                                                                                                                                                                                                        •
•
                                                                                                                                                                                                                                                                                        •
                  4170 NEIUNN
4180 VI=y-d:MOVE x1,y1
4190 WHILE TESTR(-4,0)<>bg AND XPOS>x3:WEND:x4=XPOS
4200 IF x4=x3 THEN RETURN
4210 IF s<15 THEN s=s+1:x1(s)=x3:x2(s)=x4+4:y(s)=y1:d(s)=-d
•
                                                                                                                                                                                                                                                                                       •
                  4210 IF s(15 THEN s=s+1:x1(s)=x3:x2(s)=x4+4:y(s)=y1:d(s)=-d
4220 RETURN
4230 IF SGN(x3-x2)=1 THEN x4=x2:x5=x3:y1=y-d ELSE x4=x3:x5=x2:y1=y
4240 MOVE x4-4,y1:WHILE TESTR(4,0)<>bg AND XPOS(x5:WEND:x4=XPOS
4250 IF x4=x5 THEN RETURN
4260 IF s(15 THEN s=s+1:x1(s)=x4-4:x2(s)=x5:y(s)=y1:d(s)=5GN(x2-x3)*d
4270 RETURN
4280 RRM *** ERROR HANDLING ROUTINE ***
4290 IF ERR=7 THEN mem=FRE(""):PRINT CHR$(7);:RESUME
4300 IF ERR=25 THEN PRINT*INCORRECT FILE**CHR$(7);:FOR 1=1 TO 2000:NEXT:RESUME 37
                                                                                                                                                                                                                                                                                       •
•
•
                                                                                                                                                                                                                                                                                        •
                   4310 MODE I: CALL &BCO2: PEN 1: PAPER 0: CLS
 •
                  4310 MINDOW 1,40,1,25
4320 MINDOW 1,40,1,25
4330 KEY DEF 16,1,16,16,16,16:KEY DEF 9,1:CLS:SPEED KEY 30,2
4340 PRINT"ERROR NUMBER "ERR" IN LINE "ERL
```

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Memo from Marketing

To: Technical Director,

Aussie Personal Computers (Sales) Pty Ltd

Re: The Top Secret 1986 range

NOT NOW VERY CONFIDENTIAL AT ALL

Now look, you know me. My life is not going to be ruined by reading about our new product range in some rag that can't work out whether to be the Saturday Herald or the Socialist Worker, even if the few thousand illiterates who stray beyond the job ads could manage to figure out the typically impenetrable prose.

However, the fact that one of your troglodytes has escaped from the R&D Lubyanka for long enough to open his tusks in the hearing of some sweaty hack is disturbing. Have you no measure of control down there?

At least in Marketing Towers the minions know which side their bread is buttered and tug their forelocks at the right time. So do the hacks, come to mention it. One can normally channel some anodyne corporate comment into the computer press if you dress it up with enough vodka and vintage port.

So it is news to me that our entire product range is being made obsolete in the near future, or, to quote the hack's unnamed source, 'as soon as those Andrew Peacock clones in marketing extract the digits.' My impression, when I last set out on an awareness tour in the bowels, was that we had carefully banned R&D from getting any electronics catalogues later than 1977 so as to avoid making the IBM PC look silly.

So what is all this about bit-mapped screens, windows, mice and other figments of the intelligentsia? What does your Brainiac clone mean by 'a user interface that will put Apple into brown trousers'?

I realise, of course, that as technical director you can't be expected to keep your finger on every activity underground, any more than your uncle can pretend to be chairman much longer before anno domini removes the last vestiges of humanity.

Nevertheless, a little less of the ivory tower and a little more of the galley master would not come amiss. Otherwise I will be out there trying to sell the troglodytes' latest wonderbox to a public whose idea of a user interface is some liveried flunky to type in the stuff for them.

If you've got a dog, the chorus will go up from boardrooms round the nation, why bark yourself?

If you have a secretary, the second verse will rise, what are you doing with a keyboard on the desk?

If I had a mouse on my desk I would hit it with a handy nine iron, would come the jubilant coda, and our name would be a laughing stock wherever money shouts.

No the business microcomputer market in Australia is no place to sell real computers that are actually usable.

Of course, the prospects of the Gigabox 2000 would be good among the trainspotters in commando suits who labour late into the night making a Spectrum emulate a mainframe and the

Commodore 64 emulate a decent computer. These people, even more than some of your wilder staff, could do with a set of handcuffs and a bit of Moonie de-programming before removal to a padded cell full of virtual memory, whatever that may be.

But poverty-stricken poxy programmers who would rather write a word processor than buy one are no way to bump the profit curve off the sea bed.

On a happier subject, I understand that some of the more compos mentis of your lads have managed to slow down a design enough to pass as an IBM AT. All we need now is to cut down the reliability, and we could just have a goer in the typewriter replacement market. Perhaps multi-user typewriters, who knows?

Meanwhile, a little touch of the lash in the labs could help. And let's leave the press to the professionals, shall we? I've got a couple of editorial pages booked in March, along with some up-thenose fish-eye snaps of the MD with the chairman propped up at his desk.

Yours from the front line, James

END

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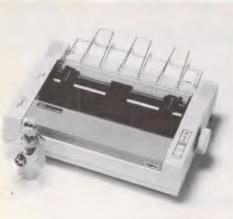
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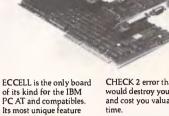
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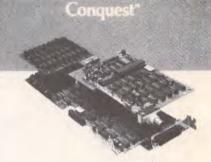
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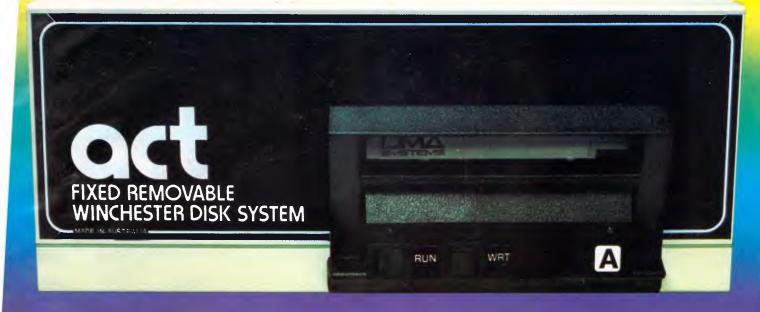
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